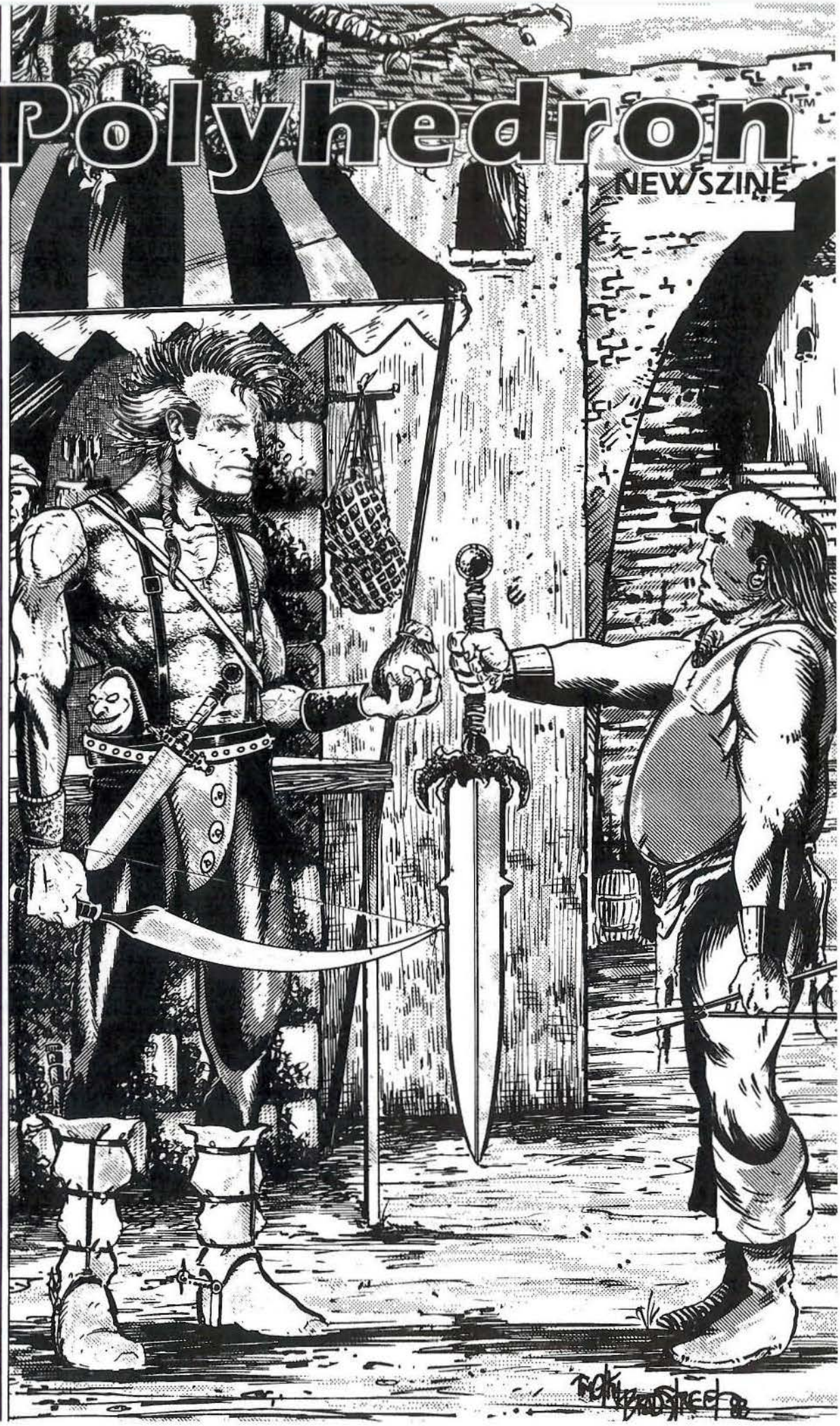
NOVEMBER

44

Polyhedron™

NEWSZINE



RPGA™ NETWORK

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Classifieds

Virginia Recently moved to Petersburg area and looking for other gamers. Mature, experienced gamer, most interested in the D&D® game and AD&D® game, but willing to learn other systems. Experienced at DMing also. Contact: Fran Hart, 83 Crater Woods Court, Petersburg, VA 23805, 804-732-1708.

Virginia Dungeon Master stalking in the surrounding Prince William County. Reported to be armed with the Dungeon Masters Guide, Players Handbook, and Unearthed Arcana. He seeks an assistant DM and no less than four players to join him. Must be over age 13. Bards and psionics welcome! Contact Tim Walker, 10712 Meadow Grove CT, Manassas, VA 22110.

California Wanted, RPGA™ Network members to form an official Network club. Contact Scott Jones, 2089 Calle Camelia, Thousand Oaks, CA 91360, 805-495-4026.

California I would like to exchange my personally-designed gaming traps, weapons, etc. Write to Scott Jones, 2089 Calle Camelia, Thousand Oaks, CA 91360.

California Wanted, gamers for PBM, AD&D game, STAR FRONTIERS game, Twilight 2000, Ogre, BattleTech, and Teenage Mutant Ninja Turtles. Write to Mike Yeager, P O Box 562, Crestline, CA 92352. Players limited. Pen pals wanted also.

California Free PBM AD&D game to begin soon. Moderated by a DM with 9 years experience and his faithful computer. Adventure in the world of Sawreven! Submit inquiries to Patrick Morris, 3824 S. Flower St., Apt. B, Santa Ana, CA 92707.

Michigan 15-year-old male gamer seeks pen pal. My interests are the STAR FRONTIERS® game, GAMMA WORLD® game, D&D game, Traveller, and Traveller 2300. And I'm willing to learn others. Contact: Peter Ingraham, 5944 S. Hogenson Rd, Scottville, MI 49454.

Illinois 24-year-old veteran (but rusty lately) AD&D game player/judge looking for fellow gamers in northshore area. Will join established campaign or start new one. Call 312-864-7329 and leave a message for Andy on the phone.

Illinois Correspondents sought to discuss Cthulhoid matters: especially those of you who have played in my GEN CON® Game Fair Call of Cthulhu events (you know who you are). Also, looking to form a regular gaming group for AD&D game, GAMMA WORLD game, and Call of Cthulhu in the northwest Chicago/Oak Park area. Mature gamers preferred. Contact Jeffrey Carey, 1723 N. Rutherford, Chicago, IL 60635.

Kentucky I wish to purchase a complete boxed set of the Indiana Jones Role Playing Game at the cheapest possible price. Send all correspondence to Jo Ann Montgomery, 307 West Washington St., Glasgow, KY 42141.

New York Gamer looking for other gamers or clubs in the New York area. I am especially interested in the AD&D game, TOP SECRET/S.I.™ game, and Twilight 2000. Contact Marc Menkes, 1487 E. 96th St., Brooklyn, NY 11236.

Florida I am looking for AD&D game players in the Miami, FLorida area. In particular I would prefer nonsmoking players who are 16 or older and have reliable transportation. I'm interested in meeting weekly. Also interested in joining any ongoing campaign that needs new members. Contact Rey Tamayo, 10342 S.W. 5th St., Miami, FL 33174-1717, or call 305-223-3245.

Pennsylvania I'm looking for a small band of adventurers who would not mind taking on a fellow adventurer who is just getting started. My main interest is the D&D game, and I'm willing to learn others. I'm located in the Philadelphia area. If you need a new player please contact Sean Murphy at 7248 Brous Ave., Philadelphia, PA 19149, or call 215-332-5593.

Massachusetts Fearless Adventurers Wanted! Send a SASE if you want to help start up a new RPGA™ Network club (The Fantasy Gamer's Guild) in the Massachusetts area. Meetings, newsletter (The Vorpal Blade), maybe more. Writers, artists, ideas welcome. Costa Valhouli, 56 Hoyt Road, Bradford, MA 01830.

Maine Would any nearby members please contact me if you are interested in helping start a gaming convention. I need a location, two DMs, and six players. I have an adventure for levels 15-25, which is almost finished. I am willing to supervise. Contact Randy Boutilier, Box 62, Moro Road, Smyrna Mills, ME 04780.

Ohio We need players for an AD&D game PBM system. Anyone can play, and it's totally free. Contact John and Pete at 7797 Hosbrook Rd., Cincinnati, OH 45243. The sooner the better!

Minnesota Creative 14-year-old male looking for players and game masters. I play the AD&D game, MARVEL SUPER HEROES™ game, GAMMARAUDERS™ game, Nehwon, Teenage Mutant Ninja Turtles, James Bond, and Twilight 2000. And I am looking for more. I have had almost five years experience with the D&D game family, four years with the AD&D game. Contact: Mike Scholl, 12135 50th Avenue North, Plymouth, MN 55442, or call 612-559-3258.

New Jersey The Dungeon Master's Guild in Edison, NJ, is looking for local gamers to play with us! We are a moderate-sized group of players, ages 17 and up. If you enjoy the AD&D game, Warhammer, Paranoia, or any RPG, call Andy Cogswell at 201-494-5417 or 201-494-8278. New gamers are welcome.

General The DAWN PATROL® game The Society, after a hiatus of five years, has reformed and has resumed publication of its newsletter, AERODROME. The publication of issue #88 was the first of the new quarterly editions. Subscriptions, which include society membership, are available for $8 a year. The AERODROME includes articles on the DAWN PATROL game, additional rules and information, and reports on convention tournaments. Write to Randy Gaulke, 369 Margaret Terrace, Cary, IL 60013.

Conventions

PENTACON, November 5
An RPGA™ Network AD&D® game tournament will be featured at Pentacon IV at the Grand Wayne Center in Fort Wayne, IN. For information contact NIGA/Pentacon, PO Box 1133, Fort Wayne, IN 46856.

ROCK-CON XV, November 5-6
Come to the Wagon Wheel Resort in Rockton, IL, for a weekend of adventure gaming, board gaming, and RPGA™ Network tournaments. The dealer's area will include 40 companies, including TSR, Ral Partha, RAFM, FASA, Lou Zocchi/Gamescience, and New Infinities. Special guests include Jim Ward, Tom Wham, Lou Zocchi, and Gary Gygax. Activities include miniature events, a miniature painting contest, the Fifth Annual Rock-Con Auction, the Midwest Regional Pike and Shot tournament, and the Midwest Regional WRG Ancients tournament. Door prizes will be given away each hour. RPGA Network events include a two-round AD&D® game tournament, a two-round TOP SECRET/S.I.™ game tournament, a one-round AD&D® game members-only tournament, and a one-round MechWarrior tournament. For more information contact Rock-Con Game Fair, 14225 Hansberry Road, Rockton, IL 61072. Registration is $5 for the weekend.

SILVERCON, November 18-20
An RPGA Network AD&D game tournament will be among the offerings at Silvercon in Asheville, NC. This new convention is sponsored by The Asheville Gaming Society, The Alternate Realists, and other local organizations, and is a fund-raiser for the widow and estate of the late Manly Wade Wellman, author of the "Silver John" stories. Guests include Rembert Parker, an RPGA Network regional director. For more information write to Silvercon, 664 Lakeshore Drive, Asheville, NC 28804.

NICON III, November 19-20
Come to the College of DuPage in Glen Ellyn, IL for a weekend of non-stop gaming. RPGA Network tournaments will include an AD&D® game Feature, Masters, and TOP SECRET/S.I. Feature. Other activities include open gaming and a tournament writing seminar. Guests include Jean Rabe, RPGA Network coordinator, and Skip Williams, assistant editor for the POLYHEDRON™ Newszine. For more information contact Keith Polster, 2432 Park Ave., Apt. 6, West Bend, WI 53095, 414-338-8498.

RUSTYCON, January 20-22
RPGA Network AD&D game and Paranoia tournaments will be featured at this science fiction and gaming feast in Seattle, WA. Other activities include an art show, masquerade, and panels. Guest of honor is writer Jack Chalker. Artist guest is Kelly Freas. Membership rates are $24 for the weekend. For more information or to register, contact Rustycon 6, PO Box 47132, Seattle, WA 98146, or call 206-340-1218.

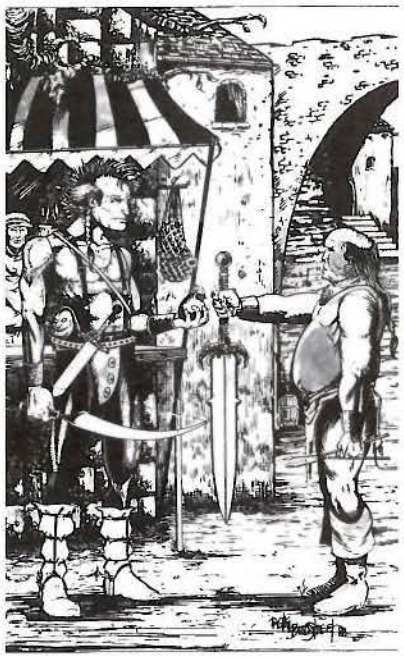
WARCON, February 3-5
An RPGA Network AD&D open tournament will be held at this College Station, TX convention. For more information contact Jim Bennett, 400 First Street #B, College Station, TX 77840.

MAGNUM OPUS CON, March 17-19
Several RPGA Network tournaments will be featured at this science fiction, fantasy, and gaming extravaganza in Macon, GA. Other activities include a game show, art show and auction, costume contest, open talent show, large dealers room, movie room, filk singing, miniature painting contest, and much more. Registration fees are $20 until Jan. 1, $25 from Jan. 2 to March 2, and $30 thereafter and at the door. For more information, contact Magnum Opus Con, 4315 Pio Nono Ave., Macon, GA 31206.

MARCH FANTASY REVEL, March 31-April 2
Don't be a fool! Come to the Fourth Annual March Fantasy Revel at the Kenosha, WI Holiday Inn. Activities include a large wargaming area, a silent used games auction, dealer's area, and many role playing events. Featured RPGA Network tournaments include an AD&D game Grand Masters, AD&D game Masters, AD&D game Feature, TOP SECRET/S.I. Feature, and MARVEL SUPER HEROES™ game Feature. Other activities include a workshop on writing tournaments and POLYHEDRON™ Newszine articles, a Gamers Banquet (make your reservations early), and a RPGA Network members meeting. Special guests are Harold Johnson, Jean Rabe, and Skip Williams. Fees are $8 a day or $16 for the weekend if paid before February 1st. Afterward, fees increase to $10 a day or $20 for the weekend. RPGA Network members receive a $2 discount on registration. For more information contact Keith Polster, 2432 Park Ave., Apt. 6, West Bend, WI 53095, 414-338-8498, or Janice Ours, PO Box 840, Silver Lake, WI 53170.

CONNCON, April 1-2
Held at the Quality Inn in Danbury, CT, this convention features role playing, board gaming, and miniatures. An RPGA Network tournament will be held, open to all players. In addition, an RPGA Network event will be held for members only. A benefit event will be held with proceeds going to the American Heart Association. Preregistration is $10 for the weekend. On site registration will be $15. For more information, preregistration, and game master information, write to Hobby Center, 366 Main St., Danbury, CT 06810.

SYNDICON three, April 21-23
RPGA Network AD&D Features, Masters, Grand Masters tournaments, a MARVEL SUPER HEROES tournament, GAMMA WORLD tournament, and a DC Heroes event are among a few of the activities at this gaming festival in Carol Stream, IL. Also featured will be a Battletech bash, Illuminati event, and Car Wars tournament. Activities include open gaming, panels, and an RPGA Network members meeting. Also featured is a character contest. Bring your favorite character (typed, of course), and a prize will be awarded for the top entries. Top entries will be submitted to the POLYHEDRON™ Newszine, unless authors request otherwise. Special guests include Rick Reid, Fluffy Quest creator; Jean Rabe, RPGA Network coordinator; Skip Williams, Sage Advice columnist; and Mayfair and FASA representatives. Registration fees are $10 until February 1st, $15 thereafter. RPGA Network members receive a $2 discount. Costs at the door are $6 a day. For more information or to register write to Syndicon, PO Box 39A1, Chicago, IL 60690.



About the Cover

An adventurer purchases a well-made sword in the Ravens Bluff Open Air Farmers Market, this issue's Living City feature. Art by Tim Bradstreet.

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Polyhedron™ NEWSZINE

Volume 8, Number 6
Issue #44, November, 1988

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Our columnist presents several new characters for a MARVEL SUPER HEROES™ game MX campaign.

Notes From HQ

Cloud 18

It was smooth.

Real smooth.

In fact, RPGA™ Network HQ at this past GEN CON®/ORIGINS™ Game Fair operated so smoothly it was scary. The Network sponsored a record 35 tournaments, 18 seminars, and took responsibility for the Game Fair's costume competition — and had very few problems to contend with.

Headquarters consisted of a series of small rooms near the stage in MECCA's Bruce Hall. The rooms were frequently filled with about a dozen eager volunteers, many of whom kept wondering when something was going to go wrong. The Network lounge was on the stage and was furnished with folding chairs carted there by a few lounge-minded members. It seems the people who set up furniture for the Game Fair forgot about our lounge, and no amount of reminding made them remember. Still, the lounge was well-used and served as a good place to study scenarios and make new friends.

Because of the record number of tournaments, some of the players were marshaled into teams more slowly than we liked, but everything eventually worked out. And thanks to some on-site judge volunteers, we never had a shortage of game masters.

There were several memorable events at the Game Fair, most notable — in the minds the Newszine's staff — were some of the award ceremonies.

POLYHEDRON™ Newszine was named Best Professional Gaming Magazine in the Gamers' Choice Awards and was named Best Amateur Adventure Gaming Magazine in the Game Manufacturer's Association (GAMA) Awards. We fit into the amateur category with GAMA because of the lack of advertising in the Newszine. The staff is very proud of these awards. We have worked hard to improve the quality of the Newszine's appearance and content and are glad that the changes have been noticed.

The first award quickly levitated us up to the proverbial, but cherished, Cloud Nine. The second award doubled our position. I figure we'll be floating up there for at least several months.

Other memorable events at the convention included selling out Ghost Righters, the benefit tournament for the Milwaukee Chapter of the American Cancer Society. Next year we will schedule a benefit tournament for a different organization or charity and will know enough to schedule lots of sessions.

The RPGA Network breakfast drew a crowd even larger than last year. Members were entertained by a variety of speakers, including Ed Greenwood, creator of the *FORGOTTEN REALMS*™ Campaign Setting. The Gamers' Choice Awards and RPGA Network Service Awards were presented.

The Gamers' Choice Awards presented for 1988 were:

Best Family Game:
Shogun by Milton Bradley
Best Fantasy Role-Playing Game:
Ars Magica by Lion Rampant
Best Science Fiction Role-Playing Game:
MegaTraveller by GDW and
Star Wars by West End Games
Best Other Category Role-Playing Game:
TOP SECRET/S.I.™ game by TSR, Inc.
Best Role Playing Adventure:
Who Watches the Watchmen by Mayfair Games
Best Role-Playing Accessory:
FORGOTTEN REALMS by TSR, Inc.
Best Historical Strategy Game:
Team Yankee by GDW
Best Science Fiction Strategy Game:
Star Cruiser by GDW
Best Miniature Line:
Julie Gutherie's Fantasy Line by Grenadier
Best Computer Game:
Bards Tale III by Electronic Arts
Best Play-By-Mail Game:
World Wide Plan by Flying Buffalo
Best Professional Gaming Magazine:
POLYHEDRON Newszine by TSR, Inc.

RPGA Network Service Awards were presented to the following members:

Jeff Grubb, Roger Moore, Jeffrey Cisneros, John Cereso, Greg Schwartz, Tom Prusa, William Tracy, Gary M. Williams, Rick Reid, Keith Polster, Skip Williams, and Harold Johnson.

Tournament authors for the Game Fair also are to be commended. They are: Tom Prusa and Michael Lach for the AD&D® game Special, "For Love of Uncle Ned"; Jay Tummelson and Lew Wright for the AD&D game Feature, "Ladies Knight"; Dan Kramarsky for the AD&D game Masters, "Childsplay"; Skip Williams for co-authoring the AD&D game Grand Masters, "A Scrap of Paper"; Vince Garcia for the DM feature, "Puppets"; Bruce Rabe for the Living City event, "At Last, Ravens Bluff!"; Robert Kuntz for the Network Clubs Competition, "City of Brass"; Rick Reid for the Fluffy Quest Feature, "Fluffy Babies," and for the D&D® game Feature, "Caves of Confection"; Keith Polster and Kevin Melka for Star III, "The Challenge"; Mike Przytarski and Andrew Caldwell for the Snow Crystal Odyssey feature, "The Last Adventure"; Janice Ours for Black Rose II, "Scavengers of the King"; Robert Farnsworth for the Oriental Adventure, "Rebellion"; Mike Selinker for the GAMMA WORLD® game Feature, "Slashburn"; Roger Anderson and Doug Behringer for the TOP SECRET/S.I.™ game Feature, "Operation Armistice"; Mike Selinker for the TOP SECRET/S.I. game Masters, "Junk Bonds"; Steve Null for the BOOT HILL® Classic, "A Quiet Day in Promise City"; Jim McIntyre for the DAWN PATROL® game Classics, "Keep 'Em Flying" and "Double Edged Sword"; Kathy York for the MARVEL SUPER HEROES™ game event, "Doomsday Times Ten"; Robert Bell for I.C.E.'s Champions event, "Capitol Patrol III"; Linda Bingle, Jay Tummelson, and Don Bingle for Pacesetter's Chill Feature, "I Lost My Heart In San Fransisco"; Don Bingle for West End Games' Paranoia Feature, "Role: Die Six," and Paranoia Masters, "Red Dawn's Early Light"; Mark Hoskins for Victory Games' James Bond event, "London Poppies"; Guy McLimore for the FASA Star Trek Feature, "Shades of Old Heroes"; Robert Farnsworth for FASA's MechWarrior Feature, "End Run"; SITH Gamers for Avalon Hill's Runequest adventure, "The Isle of Lupe"; David Friedland and Will Moss for R. Talsorian Games' Teenagers From

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Letters

Not Godlike

While I don't make it a habit of writing letters to the editor, because I talk with HQ quite often, I felt that the letter by Dave Schnur in POLYHEDRON™ Newszine #43 had to be addressed. Mr. Schnur's comment about the Network's staff acting "godlike" is ridiculous. I feel that it is quite obvious why the formula for the point system is kept secret; it is abused by the members. When the old formula was published in the Newszine the members sat down and did everything they could to manipulate it. The purpose of the point system is to have fun — period! It was instituted to give rewards to the players who make the effort to come to conventions and to the people who have given service to the RPGA™ Network above simply paying membership dues every year.

The RPGA Network is our organization, and the members control everything in it. POLYHEDRON™ Newszine is here to voice our opinions and concerns and provide a means of contact and communication with the membership. An organization as large as the RPGA Network cannot function, however, without someone at the top making decisions. The HQ staff has a tremendous amount of paperwork to deal with, including the inputting of scores for different tournaments. If everyone in the membership started calling HQ to say that their points are wrong, then the Newszine would fall back to being seven issues behind again. HQ staff has no reason at all to manipulate the points given to somebody from a tournament.

Mr. Schnur's idea that service points should be standardized shows that while he may be a high level player or judge, he hasn't done much other than that. The service point system must be flexible enough to allow HQ to award points on the length, time, and quality of work done. It also must be flexible enough to allow HQ to adjust for the two people who show up to help out, are assigned the same task, and one does everything and one does nothing.

To address the rating system, voting is necessary to determine advancement to finals during a convention. Points are awarded at HQ from not only the 1-4 votes, but the special mentions (your "who knew the rules best," etc.), and team bonus also counts making the rating and point system very fair to all involved no matter what their role: player, judge, or volunteer. The members already know the "rules of the game," playing in tournaments is worth X points. Advancing is worth X more points, and winning X more points. These numbers increase for 2- and 3-round tournaments and Masters and Grand Masters events. No matter what the problem before, all that is important now is that we have a fair and accurate way to award members on an equal basis for their efforts. How the system is implemented doesn't matter, because it's the same for everyone involved.

John E. Cereso
Clear AFS, AK
RPGA Regional Director for the Military

Thanks for the support John. Your assessment of the "rules of the game" and HQ's reasons for not releasing the point formula are correct. It's a pity that some members are not comfortable with this, but the current policy seems to be the only way we can administer the point system and still meet our other obligations to the membership.

For members who'd like to see a more complete review of how the point system really works, check out the staff's reply to Dave's original letter in issue #43, and the Notes From HQ *column in issue #41.*

Faces in the Crowd

Congratulations on the good work the staff is doing with POLYHEDRON Newszine. This is my first letter to the Newszine in my three years as an RPGA Network member. In fact, this is my first letter to TSR, Inc. in my 13 years as a D&D® game player. I felt it was finally time to write and express an opinion as well as say hello.

My complaint is not about points or the point system, we've had more than enough of those recently, but about

(Continued on page 30)

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POLYHEDRON Newszine welcomes unsolicited submissions of written material and artwork. No responsibility for such submissions can be assumed by the publisher in any event. No submissions will be returned unless accompanied by a self-addressed, stamped envelope of sufficient size.

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The "Other" Game

A TOP SECRET/S.I.™ Game Preview

by Scott Haring

As I write this, everyone around here is recovering from a successful, but tiring, GEN CON®/ORIGINS™ Game Fair. For me, one of the highlights of the convention was the RPGA™ Network breakfast where, among other festivities, the Gamers' Choice Awards were handed out. I was particularly pleased when the TOP SECRET/S.I.™ game won the award for "Best Other Category Role Playing Game."

The TOP SECRET/S.I. game is unique in role playing in its, for lack of a better word, "otherness." While most other RPGs (including other TSR games) try very hard to define in great detail the game world and setting of their games, the TOP SECRET/S.I. system revels in the diversity of gaming possibilities it provides.

Want to play superglamorous, high-society secret agents? It's easy, especially with the addition of High Stakes Gamble, the recently released boxed supplement, where agents enter the swanky atmosphere of Monte Carlo and the high-speed thrills of Formula One racing! The set includes a complete map of Monte Carlo, expanded rules for racing and car chases, and dozens of ready-to-go record sheets for vehicles of all types — from race cars to limos, speedboats to private planes.

Want to get down and dirty with the most ruthless terrorists from all over the world? Then you want Commando, a new supplement that should be available in the hobby stores this fall. Commando has the latest hardware from battlefields all over the world, plus up-to-the-minute information on terrorist groups, secret police, military anti-terrorist units, and more. Commando is the supplement for TOP SECRET/S.I. game players who prefer a direct solution to whatever problem they're facing.

Or maybe you'd prefer a dose of near-future science fiction. If that's the case, then F.R.E.E.Lancers, a supplement already available, is for you. It's 1998, and Chicago is the center of a semi-autonomous region called the Great Lakes Authority. Organized crime is into drugs, of course, but also pirated software and revolutionary new devices in all fields. Exceptionally talented humans with strange new powers have begun to surface. But as competing spy agencies, corporations, and other groups vie for control of these "paranormals," the groups all learn one of the darker truths of this dark vision of the future: Power has its price.

More interested in the rip-roaring adventures of the 30s pulp hero? Then take a look at the AGENT 13™ Sourcebook, also due out about the time you read this. The AGENT 13 Sourcebook includes a complete campaign background on 1930s America, plus everything you need to play any of a number of popular pulp adventures — the avenging crimefighter, the explorer of lost worlds, the solar system-spanning space opera hero, the mob-busting G-man, and more. Also included is the complete lowdown on AGENT 13, TSR's own pulp hero.

And of course, there's the "original" TOP SECRET/S.I. campaign, featuring the ongoing battle between Web and Orion, two competing organizations — one good, one evil — and both operating on a global level, above the reach of any government. As an Orion operative, TOP SECRET/S.I. game players go around the world, trying to foil the Web's various plans for world domination.

With all this "otherness" going on, and more planned for the future, figuring out what to release next can be a tricky business. But we've given it our best shot. Here are our current plans for the TOP SECRET/S.I. game for the next year or so.

We've only got one more major release planned for 1988: The Covert Operations Sourcebook II, written by the author of the first volume, John Prados. This book will tell all about real-life spies, and the methods, techniques, and organization of various modern intelligence agencies. This book will provide a wealth of background information for the TOP SECRET/S.I. game Administrator who wants as much reality as he can get in his game, as well as being a fascinating read for those interested in the spy game as it's played today. The Covert Operations Sourcebook II is scheduled for a November release.

1989 kicks off with Brushfire Wars, a supplement for Commando. Brushfire Wars is an anthology of short adventures that will test the TOP SECRET/S.I. game player's tactical abilities. Adventures include a hostage rescue in Beirut, a Central American firefight, and the retaking of a North Sea oil platform. Brushfire Wars is scheduled for a January '89 release.

Later in the spring, we'll release F.R.E.E.America, a sourcebook for F.R.E.E.Lancers. Although it's set just 10 years in the future, there's been great changes. F.R.E.E.America will give the Administrator background on the many government agencies, corporations, organized crime mobs, fringe political groups, terrorists, and psychos that make America such an, uh, interesting place to live as it approaches the Milennium. F.R.E.E.America is set for an April '89 release.

I know a lot of you out there are asking, "Where are the modules?" Well, don't worry. The rest of the '89 schedule is filled with full-scale adventures for the TOP SECRET/S.I. game, set in the "original" universe of Web vs. Orion. Web of Deceit, Spider's Stratagem, and Web Wars will form a trilogy of adventures that will have your intrepid Orion agents fighting the most serious Web threat to the world yet. Like all TSR trilogies, this one will be designed so your players can jump in anywhere they like — you won't have to play the first one to understand the second, and so on. But if you miss any of these wonderful modules by Doug Niles, you'll have no one to blame but yourself! Web of Deceit is scheduled for a February '89 release; Spider's Stratagem will be out in May; and Web Wars is set for an October release.

As we get closer to the release times on these projects, I'll try my best to keep you informed right here in the pages of the Newszine. And if you have any comments or requests for the TOP SECRET/S.I. line, write us at: TOP SECRET/S.I. Comments, c/o TSR, PO Box 756, Lake Geneva, WI 53147. ❑

A FEW MONSTERS

For the Living City

by Vince Garcia

Not surprisingly, many strange and unusual creatures lair in the lands around the Living City. Here are a few of them.

DRAGGER

FREQUENCY: Rare
NO. APPEARING: 1-6
ARMOR CLASS: 0
MOVE: 12″
HIT DICE: 2-6
% IN LAIR: 100%
TREASURE TYPE: Q
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Special
SPECIAL ATTACKS: Swallowing
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: L (8′-12′)
PSIONIC ABILITY: Nil
LEVEL/X.P. VALUE:
2 HD = III/89 + 2/hp
3 HD = IV/135 + 3/hp
4 HD = V/200 + 4/hp
5 HD = V/285 + 5/hp
6 HD = VI/700 + 6/hp

Relatives of the galeb duhr, draggers are usually encountered in natural caverns. Like their cousins, draggers resemble boulder-like creatures with a single pair of appendages acting as hands and feet. Draggers are natives of the plane of Elemental earth and are able to propel themselves through stone.

A dragger typically "floats" in a section of floor, camouflaging itself through its ability to create *hallucinatory terrain* at will in a 10′ square area centered on itself. Anything stepping upon the hidden dragger risks being swallowed by the creature's gaping maw, and is considered to be AC 10, exclusive of dexterity bonuses. If the initial attack fails, the dragger will submerge beneath the ground to a place of safety, returning to its lair 2-8 turns later. Should the attack succeed, however, the dragger's target will have one or more appendages (usually feet) trapped within the creature's mouth. On the following round, the dragger will momentarily loosen its grip as it attempts to swallow the victim. At this time, the prey can attempt a saving throw vs. paralysis to escape. Each person helping the victim adds +1 to the roll. Should the save be unsuccessful, the prey will be sucked into the dragger's gullet.

On the third round, if the dragger is not slain, it will submerge into the ground to enjoy its meal safe from harm. Should the creature be slain, the captured prey can be freed in 1-4 rounds, suffering 3-12 points of damage per round from the dragger's corrosive digestive juices.

Draggers can digest virtually anything except gems. Their treasure, if any, will consist of gems possessed by previously swallowed victims.

Draggers can be struck by any sort of weapon, although blunt weapons do only half damage.

Spells do not harm draggers, except as follows: *magic missile* (inflicts normal damage); *move earth* (which causes the dragger to immediately depart for 1-6 turns, releasing any prey not already swallowed); and *transmute rock to mud,* which fully heals the creature.

GREATER SEA HAG

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 5
MOVE: 15″
HIT DICE: 2-8
% IN LAIR: 60%
TREASURE TYPE: B
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon or spell
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: 50%
INTELLIGENCE: Very
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Possible in unique individuals
LEVEL/X.P. VALUE:
2 HD = III/89 + 2/hp
3 HD = IV/150 + 3/hp
4 HD = V/220 + 4/hp
5 HD = V/365 + 5/hp
6 HD = VI/650 + 6/hp
7 HD = VII/1150 + 8/hp
8 HD = VII/1660 + 10/hp

One of the most dreaded denizens of the deep, greater sea hags fortunately are not often encountered. The origin of these hags is thought to be Olhydra, princess of evil water creatures, and ruler over the plane of Elemental water.

Greater sea hags usually lair in undersea caves filled with the spoils they have salvaged from sunken vessels. Much of their time is spent grinding salt from magical devices — the evil creatures do this to poison the sea. When not employed in grinding salt, greater sea hags seek to enrich their own treasure hordes, often with the help of *charmed* helpers or evil fish-men of various sorts. Greater sea hags possess a number of special abilities, not the least of which is a powerful *charm* they can cast three times a day by making eye contact with an intelligent creature (note they lack the death gaze power of lesser sea hags). Those so charmed remain in this state until the hag is killed or the *charm* is magically dispelled; intelligent victims do not get additional saves as time passes.

Another of the hag's talents is to cast a *change self* upon herself to resemble a sea creature as beautiful as she truly is ugly — a mermaid, nereid, or other creature. This disguise often is used as a means of deceiving seafarers into following a dangerous course — onto rocks, reefs, or other hazards — and causing their ships or boats to be lost. The hag then usurps her victims' sunken treasure and often uses the drowned seamen as food.

By far the most feared of the hag's abilities is her magic use. Greater sea hags possess the spell casting abilities of level equal to their hit dice. Suggested spells for greater sea hags are presented here.

These suggestions are not intended to limit spell choice; a greater sea hag will use any spell that will allow her to wreak havoc among good creatures.

1st level: *dancing lights, enlarge, reduce, firewater, magic missile, protection from good, shield, shocking grasp, sleep, taunt, ventriloquism*

2nd level: *audible glamer, darkness 15' radius, detect good, ESP, invisibility, know alignment, levitate, locate object, mirror image, ray of enfeeblement, shatter, stinking cloud, vocalize, web*

3rd level: *clairaudience, clairvoyance, dispel magic, haste, hold person, lightning bolt, phantasmal force, protection from normal missiles, slow, suggestion, tongues*

4th level: *charm monster, confusion, dimension door, minor globe of invulnerability, plant growth, polymorph other, polymorph self, curse, shout, wizard eye*

LIVING CITY RAVEN (Greater Raven)

FREQUENCY: Uncommon
NO. APPEARING: 1-2 or 10-40
ARMOR CLASS: 7
MOVE: 12"
HIT DICE: 1
% IN LAIR: 20%
TREASURE TYPE: Nil
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Special
SPECIAL ATTACKS: Curse
SPECIAL DEFENSES: Immune to charm
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Neutral tending toward evil
SIZE: S
PSIONIC ABILITY: Nil
LEVEL/X.P. VALUE: I/Nil

Many believe the Living City gets its name, Ravens Bluff, from these odd birds, which dwell exclusively in the area. Also known as greater ravens, these creatures are renowned for their unusual ability to speak and foretell the future.

For whatever reasons, greater ravens are fond of attaching themselves to individuals or groups of adventurers to observe their goings-on. They fly from tree to tree or rock to rock, keeping a curious eye on the object of their interest. Not surprisingly, these creatures are shunned as bringers of bad luck (for practical purposes, add +1 to die rolls for encounters), although they rarely harm anyone directly. Instead, greater ravens seem to derive some sort of satisfaction from watching the troubles of others.

Although they do not often speak, when they do it is always to offer some sort of poetic prophecy of what the future holds; such prophecies always entail some sort of bane to those addressed, whether insignificant or catastrophic.

On rare occasions, a lone greater raven has been known to attach itself to a neutral or evil magic-user or illusionist, becoming a familiar of sorts, although none of the usual benefits are derived from the relationship. One benefit the creature can offer its "master," however, is to perform a type of *commune* spell up to 13 times each year. If queried with respect to present plans or events, the raven, with its harsh, cackling voice, can offer cryptic advice on the best course of action to take or the intentions of an enemy. In like manner, the raven can be asked to foretell the future. Those who seek this advice from the bird should be certain they desire to hear an answer, for, as has been noted, the prophecies of these creatures always will foretell someone — possibly the master — meeting harm or bad luck.

Usually only a single individual or a mated pair will be encountered; although flocks of up to 40 of these creatures have been reported. Such flocks are highly territorial and may swarm upon intruders, causing results equal to the druidical *summon insects* spell until the intruder leaves.

Ridding oneself of a greater raven which has taken an interest might not be easy. The best way is to toss a stone in the bird's general direction. This might (70% chance) drive the creature off unless it is determined to stay. The bird otherwise will remain 1-100 days — if not permanently.

The most foolish thing to do is to attempt to harm the bird. While easy to kill, these creatures have the power to curse their slayers. Such curses always will be in the form of a rhyming prophecy foretelling some kind of punishment, whether to the offender or someone close to him. A greater raven slain by a crossbow bolt, for example, with its final breath might utter:

"As my blood is drunk by the ground
Yours likewise soon will be found."

(A poetic prophecy could foretell the character's being grievously wounded or brought to unconsciousness in his next battle by a stronger opponent, DM-determined critical hit, etc.)

Such curses will not usually be fatal, and often will entail the character's losing something of personal value (such as a spell caster's wand or a fighter's magic dagger through a pick pocketing.)

In the Living City, these birds can be found just about anywhere — as can normal crows and ravens. ❑

With Great Power

The Role of Honor

by William Tracy

Welcome back. I hope everyone has enjoyed what I have come up with so far. As I said before, if you have any comments to make about the column, please send them in.

Last time I described the new Captain America. This column gives data on more X-Avengers.

THE SPIDER
May Watson-Parker, Rebel

F	IN(40)	**Health:** 190
A	AM(50)	
S	AM(50)	**Karma:** 120
E	AM(50)	
R	EX(20)	**Resources:** PR(4)
I	AM(50)	
P	AM(50)	**Popularity:** 40/-40

KNOWN POWERS

Wall-Crawling: The Spider can adhere to vertical and upside-down surfaces with Amazing ability.

Spider-Sense: The Spider's Intuition score also doubles as a Combat Sense Power (like Spiderman's). This special sense warns her of potentially dangerous situations. The intensity of the feeling is determined by the rank of the danger.

Webs: The Spider can produce webs through natural spinnerets in the tops of her wrists. The webbing has Incredible Strength during the round it is fired, and hardens to Unearthly Strength the next round. She can use this natural webbing to restrain opponents; to make swing-lines (traveling 3 areas/round when swinging); as missiles inflicting Remarkable Blunt Throwing damage; and to make shields of Unearthly Strength material. The webbing dissolves after 10 minutes. If her Health is reduced to 20 or less she will be unable to cast webs until she regains all her Health points and rests for at least one week.

TALENTS: The Spider is an expert in Martial Arts Type E, Acrobatics, and Tumbling. She has training in biochemistry, genetics, and electronics.

BACKGROUND: The Spider is May Watson-Parker, daughter of Peter Parker and Mary Jane Watson. She was born several years after the Sentinels had taken over.

May grew up in Canada with her mother; her father visited when he could. Her powers developed quickly. At her insistence, her father and a friend of the family, Nick Fury, trained her for combat. During her training with Fury she came to know and care for Rick Jones.

Recently, May's father was captured along with a number of other rebel leaders. May and her mother went with the rescue party. They were able to free everyone, but Spiderman and Mary Jane were killed while staying behind to give the others time to escape. She found one of father's old black costumes and tailored it to fit her. She adopted the name "Spider" and vowed to destroy the Sentinels.

PERSONALITY: May is young, but has never had the chance to enjoy her youth; she became a dedicated resistance fighter as a teenager. Many people find her to be cold and aloof.

Only the other members of the X-Avengers have seen her compassionate side. She has found solace with Rick Jones (the new Captain America), who also has lost loved ones in the war. With his help she is learning to enjoy life.

DOOM'S DAUGHTER
Cynthia Von Doom, Rebel

F	RM(30)	**Health:** 150
A	EX(20)	
S	AM(50)	**Karma:** 155
E	AM(50)	
R	AM(50)	**Resources:** IN(40)/PR(4)
I	RM(30)	
P	MN(75)	**Popularity:** 40/-30

KNOWN POWERS:

Body Armor: Cynthia wears a suit of battle armor very similar to her father's. She never removes the armor, and only the increased ability scores the armor gives her are listed. The armor is nuclear powered, computer assisted, and made with the same alloy used to build the Sentinels. The armor provides her with Amazing protection against physical attacks.

Force Field: The armor can project a Monstrous intensity personal force field. The force field is effective against all physical and energy attacks, including magnetism. Cynthia has modified the force field so that it provides Remarkable protection against psionic attacks. In addition, she has been able to incorporate some of her magical abilities into the force field so that it provides Incredible protection against magical attacks.

Force Beams: Cynthia's gauntlets are equipped with miniature particle accelerators. These fire force beams of Monstrous intensity and range.

Flight: The armor has a jet pack built in, allowing Cynthia to fly at Remarkable speed in the atmosphere.

Air Supply: When sealed the armor has enough air for eight hours.

Spells: During her stay at Doom Castle Cynthia discovered her grandmother's notes on magic and some writings of her father's. She slowly cultivated a number of personal spells. She felt she would need these powers in her fight against the Sentinels. She can cast the following spells:

Admittance (Remarkable)
Astral Projection (Remarkable)
Flaw (Remarkable)
Heal (Remarkable)
Image Projection (Remarkable)
Invisibility (Remarkable)
Trance (Remarkable)

TALENTS: Cynthia has inherited her father's scientific genius. She is an expert in Piloting, Engineering, Physics, Computers, Electronics, and Occult Lore. She also has the Repair/Tinkering talent. She has also learned Martial Arts Type A.

BACKGROUND: Right after the Sentinels began to take over, Doctor Doom

approached them and offered an alliance. Actually, he wanted a chance to infiltrate their computer network and gain control. He was discovered, and the Sentinels attacked him. He was able to escape, but he was badly hurt.

Doom was found by a small rebel cell led by Valerie Majors. Majors was a non mutant who had been labeled Anomalous by the Sentinels. The rebels wanted to kill Doom or leave him on his own, but Valerie insisted that they take him in and help him. Valerie nursed him back to health, and the two became involved — they were unofficially married. When Valerie became pregnant, Doom asked her to sneak back to Latveria with him. She refused gently, explaining that she wanted to continue to fight for America. The usually arrogant Doom was taken aback by Valerie's bravery, and he decided to stay with her.

Over the next year Doom fought with the rebels and became well liked. Soon after the baby was born, however, the cell was discovered and destroyed. Only Doom, Valerie, and the baby escaped. Valerie agreed to let Doom arrange for their escape to Latveria.

Doom was able to get his followers to send a stealth aircraft to get them. The Sentinels found them just as they were leaving, and attacked. Doom and Valerie elected to delay the Sentinels, while the pilot escaped with their daughter. Doom and Valerie were killed, but Cynthia escaped.

Cynthia was taken to Castle Doom and raised by Doom's loyal followers. She was trained and well educated, having inherited her father's scientific genius, plus her grandmother's mystical powers.

At the age of eighteen Cynthia was declared the ruler of Latveria. But she had inherited a sense of freedom from her mother. Within a year she had delegated most of her political power and was able to lead Latveria and its citizens into a democratic government. She returned to America to stop the Sentinels and avenge her parents. She eventually met Fury and joined the X-Avengers.

PERSONALITY: Cynthia is a kind and brave person. However, at times some of her father's arrogance will show — she expects people to respect her wishes more than their own. After such outbursts of imperiousness she is very apologetic, but the hot-tempered part of her eventually resurfaces.

THE NEW MOON KNIGHT
Steve Nicholaus Barton, Rebel

F	RM(30)/AM(50)	**Health:** 100/180
A	RM(30/IN(40)	
S	EX(20)/AM(50)	**Karma:** 80
E	EX(20)/IN(40)	
R	EX(20)	**Resources:** Pr(4)
I	RM(30)	
P	RM(30)	**Popularity:** 20/-20

KNOWN POWERS:

Unique Items — Moon Bracelets The deity Khonshu gave Steve a pair of golden bracelets when he declared Steve the new Moon Knight. These white bracelets were made of an unknown material, intricately carved with many hieroglyphics and lunar symbols. When Steve put them on, they disappeared, even though he can still feel them on his wrists.

The bracelets draw energy from the point in space where the gravity of the earth and moon pull equally. This gives Steve the second set of ability scores listed above. These will remain as long as he "wears" the bracelets.

The bracelets also allow Steve to emit beams of force from his hands. These Moonbursts cause Excellent to Monstrous damage, with a range of two areas.

Since the bracelets draw the power directly from space, the moon does not have to be visible for their powers to function.

Weapons — Moon Knight's Steve carries the ankh and other special weapons owned by the original Moon Knight. The weapons and the ankh work exactly as described in MH AC 7, Concrete Jungle.

Weapons — Bow and Arrows: Steve's father trained him to use a bow. When Steve became the new Moon Knight his father gave him the bow and trick arrows that he had used as Hawkeye. Over the years, Clint Barton had made some slight improvements on the trick arrows, with Steve's help.

For a listing of the trick arrows, look at the Hawkeye entry in the Advanced Marvel Super Heroes Judge's Book. All the effects and abilities of the trick arrows receive a +1CS, due to recent modifications.

Unique Weapons — Battle Staves: Steve has also inherited his mother's battle staves. The description of these weapons is printed on page 33 of the Advanced Marvel Super Heroes Judge's Book.

When Steve uses the staves, they cause Remarkable damage (Excellent if he doesn't have the bracelets on). He can toss them as far as 6 areas (2 areas if he doesn't have the bracelets on). He doesn't use the special spring-loaded arm mounts that his mother used, since they would get in the way when he uses his bow. He is able to bounce them off solid objects. They return to him at the end of the round, as a power stunt.

TALENTS: Steve's training from his parents provided him with the following Talents: Weapons Specialist (Bow), Marksman, Thrown Weapons, Blunt Weapons, Martial Arts Types A/B/C/E, Acrobatics, and Tumbling. From Moon Knight he learned the following Talents: Thrown Weapons, Sharp Weapons, Weapons Master, Martial Arts Type D, Wrestling, and Thrown Objects. He is truly a master of many different weapons and styles of unarmed combat. The following table lists all his weapons and the bonuses he gets with each.

Weapons:

Ivory Boomerang	+2CS
Scarab Darts	+2CS
Throwing Irons	+2CS
Lasso-Grapple	+2CS
Bola	+2CS
Bow	+2CS
Battle Staves	+2CS(thrown)/ +3CS(melee)

Unarmed Combat:

+1CS to Strength for Grappling/Escaping
+1CS to damage when Grappling
+3CS to hit in Grappling
+1CS to Agility for Dodging
+1CS to Fighting with Unarmed Combat
+1 to Initiative in Unarmed Combat
Can Slam and Stun stronger opponents
Can ignore body armor when determining Slam and Stun after observing an opponent for two rounds

BACKGROUND: When the Sentinels began to turn on the heroes who had helped them catch mutants, the heroes Hawkeye and Mockingbird were ignored for the most part. They fought along side other heroes, but watched them fall one by one. Eventually they were able to escape to Canada with a number of former S.H.I.E.L.D. agents.

When their son was born they raised

the boy peacefully. But they trained him in the use of each parent's weapons and martial arts skills. They told him his training was for self defense and to keep him in good physical shape. Both knew this wasn't the real reason, but they never knew what really compelled them to train their son.

Occasionally some of their old friends, such as Fury, visited them. During these visits the parents insisted that the fight against the Sentinels never be discussed in front of the boy. Their quiet life lasted until the boy was eighteen, when Marc Spector (the original Moon Knight), came to visit. He had dropped his Moon Knight guise, and had been using his old mercenary skills to help the C.R.A.

That night, he told the parents that their son was destined to become the Moon Knight, and to help fight the Sentinels. The furious couple threatened to fight if Spector even tried to take their son to the war. Spector insisted, and a loud argument ensued. The noise woke up Steve and he interrupted, demanding to know what was going on. Before everyone's startled eyes, Khonshu appeared and confronted the parents with memories of their long-dead friends, who gave all in the cause of justice and freedom.

The chastised couple reluctantly acknowledged the truth. Over the next year, Spector trained Steve and honed the already capable young man into a fighting machine. After the year's training, Khonshu gave Steve the bracelets, and his parents and Spector gave him their individual weapons. Steve set out to offer his services to Fury. Fury accepted him and told him some disturbing news — Marc Spector had died during an action against the Sentinels a year before.

PERSONALITY: Steve has a strange mixture of personalities. Most of the time he is good natured and optimistic. But he sometimes becomes very quiet and withdrawn. This is especially true at night and when the moon is full. He finds himself drawn to Doom's Daughter, but she has so far ignored or not noticed his affection for her.

TWILIGHT

No other name known, Amnesiac, Rebel

F	EX(20)	**Health:** 100
A	EX(20)	
S	EX(20)	**Karma:** 26
E	IN(40)	
R	TY(6)	**Resources:** Pr(4)
I	GD(10)	
P	GD(10)	**Popularity:** 10/-10

KNOWN POWERS:

Darkforce: Twilight is able to call forth and use the other dimensional force known as the Darkforce. This power has a Monstrous intensity, giving him the following abilities:

*Cause darkness in a 3 area range. Only Twilight can see through the gloom; others within the darkness suffer a -3 CS to all FEATs requiring sight.
*Cause the Darkforce to solidify and form various objects (cages, vises, walls, etc.). These have an Incredible material strength. Twilight must make a Remarkable FEAT roll to successfully use and shape the Darkforce.
*Create beams of Darkforce that have a 3 area range and cause up to Monstrous damage.
*Sheathe his body in the Darkforce, providing him with Monstrous protection against physical and energy attacks.
*During the night he can blend into the shadows and darkness, giving him Monstrous stealth abilities.

These powers only can be used during the night. Also, Twilight can only use one function of the power per round.

Light Control: Twilight has Monstrous control over light, but only during the day. He can only use one function of this power per round.

*Burst of intense light with a 2-area range. The light is Incredible intensity; living beings must make a yellow Agility FEAT roll or be blinded for 1-10 rounds.
*Create holograms of Incredible intensity. Twilight must make a FEAT roll each round to keep a hologram visible.
*Cause light to solidify to form cages or other simple shapes, which have Incredible material strength. Twilight must make a Remarkable FEAT roll to successfully control and shape the light.
*Create lasers that have a 6 area range and do up to Monstrous damage.
*Sheathe his body in light, providing him with Amazing protection against Energy attacks, living beings trying to hit him suffer a -3CS due to the glare given off by his body.
*He can bend light rays around himself, causing himself to be undetectable visually. This power has Monstrous intensity.

Dual personality: Twilight has a dual personality and physical form. During the daytime, Twilight looks like a young black male. During the day he is a carefree and kind person.

At night, Twilight becomes a young white female. During the night, she is somber and quiet, aloof to everyone.

TALENTS: Twilight has had little time to learn talents, but he subconsciously knows a unique fighting style using Acrobatics, Tumbling, and Martial Arts Type A.

PERSONALITY: Twilight's personality matches the time of day. During the night she is somber and moody. During the day, he is cheerful and optimistic. Both personalities are a little naive and confused, due to their limited knowledge of the real world.

BACKGROUND: When the Sentinels first began to take over, they were able to surprise Cloak and Dagger. A lucky shot severely wounded, and possibly killed, Dagger. A maddened Cloak called forth Darkforce to surround a one-mile radius.

Seventeen years later, the cloud of darkness still existed. Any living being or Sentinel that entered the area never returned. One day, a naked Twilight left the Darkforce. He was discovered by a band of rebels that took him in. Knowing of the story of Cloak and Dagger, and seeing the form change at night, they guessed that Twilight was the offspring of Cloak and Dagger.

Twilight was smuggled to Canada and put in training under Fury, who became like a father to the youngster. Twilight is now using his/her abilities to fight the Sentinels.

Once, Twilight tried to enter the area of Darkforce, but some force prevented Twilight from getting in.

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War's Tide Rising

An AD&D® Battle Scenario for 4-12 PCs, levels 4-7

by Thomas Kane

DM's Adventure Synopsis

The adventure opens when the PCs meet a sponsor who explains that a tiny town called Berenquay is under siege by the two sons of the ambitious Duke Jayce. The party is asked to command Berenquay's defense. Plutarcus, the sponsor, is actually a spy who will betray the PCs later.

As the battle begins, the PCs might suspect that something is wrong. Some of Plutarcus' promises fail to come true, and the enemy armies seem reluctant to fight. Some of the invaders mutiny, attacking Berenquay when they were commanded not to. The PCs might also hear surprising stories from Lione, a girl who married one of Jayce's sons and is partially responsible for the war. The brothers are actually secretly plotting against each other. If the PCs discover this, they may be able to exploit the knowledge and get the brothers to turn their armies against each other rather than Berenquay.

Plutarcus will attempt to assassinate the PCs, and the invaders bring reinforcements into the fight. There will be a climactic battle in which Berenquay is won or lost.

Player's Introduction

Horses and men trample the roads while nearby dukedoms prepare for war. The times become increasingly dangerous. Then you meet a messenger named Plutarcus, who requests your help. He explains that he is on a journey to a port called Berenquay with the "sad duty" of informing the people there that they are about to be attacked. Plutarcus says he is from a temple dedicated to Hermes, where a treaty to prevent the invasion was signed — and revoked. He also says he does not wish to bear only evil tidings, and hopes to offer Berenquay the service of a staff of excellent generals — yourselves. Plutarcus promises that Berenquay will reward its heroes well. When the party reaches Berenquay, the town commissioner will deliver a more complete briefing.

The commissioner's briefing is given below. Plutarcus stays with the party for most of this adventure for reasons

which have been described in the DM's introduction.

Plutarcus' statistics are: AC 3; MV 24"; A 10; hp 49; #AT 1; Dmg 1-6+1; S 17, I 10, W 9, D 18, Co 11, Ch 10; AL LE. He is the son of a rich merchant, unused to the courtesy of the upper classes, but fond of luxury. When he requests favors, Plutarcus bends his nimble body into a wide variety of bows and kowtows. He wears *boots of speed* and a *ring of mind shielding,* and he carries a ring emblazoned with the crest of a flaming oak, hidden in his vest. This ring is worth 100 gp. The flaming oak is the symbol of Medes, a nobleman who is described below.

Read or paraphrase the following section aloud to the players when they get to Berenquay.

> The old sailor who serves as Town Commissioner clanks about, unused to his armor, and addresses you. "What's happening here? Duke Jayce's warriors have come to conquer us, that's what's happening. We're a present for his youngest son, Podart, the little wizard who wants a dukedom just like Papa's. They had to make it legal of course, so Podart is now officially betrothed to one of our women, the daughter of a knight from this city. A knight? The man was called "Sir," but he didn't own a keg of rum, much less a manor. Old salts like me run this town, but that doesn't matter to Podart — now he's calling himself our time-honored Duke. We laughed. So now we've got those warlike flags flying out there, from Podart, and his big brother, Medes, although I've not seen Jayce himself yet."
>
> The Commissioner removes one gauntlet to scratch his wrists, revealing the tattoo of an anchor. "Look. I've slugged some lubbers in my time, but what do I know about armies and strategy, tactics, and all that? I'm asking you to command those who are fit to fight. You folks. Generals. We can offer you magic from distant lands to use defending this town — and keep."

The commissioner will give each PC one item from this list: *sword +2, wand of magic missiles* (30 charges), a quiver of three *javelins of lightning, staff of curing* (25 charges), *wand of frost* (10 charges), *wand of force* (15 charges), *spear +3, horn of fog, wind fan,* ten vials of *healing potions, wand of illumination* (20 charges), *long bow +1, shield +1.*

Background for the DM

Plutarcus is a spy. Most of what he has said so far has been true, but he intends to betray Berenquay — and one of its invaders. Plutarcus serves Podart's elder brother, Medes, and Medes not only wants to overthrow Berenquay but to displace his younger sibling and rule Berenquay himself. Plutarcus willingly helps Berenquay defeat Podart's troops.

The current struggle began when Jayce, the aging Duke, realized that he had no lands to leave his younger son. Therefore, he betrothed Podart to the daughter of a poor knight living in Berenquay, making Podart a member of Berenquay's only noble family. Berenquay always has been governed by a council of ship captains, but Jayce considers the marriage justification for his son to rule the town. When Berenquay refused to submit willingly, Jayce prepared to attack.

Now Jayce lies abed, stricken with influenza. His sons command the armies. Medes, the elder son, wants Berenquay for himself, and he has developed a plan to snatch it from Podart. He will hold his personal troops back from the battle, allowing Podart's units to suffer casualties. Then, when the battle nearly has been won, Medes plans to capture Berenquay — aided by goblin mercenaries loyal to him alone.

To run this scenario, remember that both a role-playing adventure and a wargame are taking place at once. You may control Jayce's armies, or invite a group of friends to command them. If you use assistants, be sure that they remain true to the personal motives of Medes, Podart, and the other NPCs. A series of placed encounters describes important features of the battlefield, and a chronology shows when certain important events occur. Time has been measured in 10-minute game turns. Statistics for the armies and their NPC commanders are included at the end of this module.

The PCs must delay their enemies and exploit the split between Medes and Podart. They will have several chances to uncover Medes' treachery. PCs might witness the devious acts of Medes' army, discover his mercenaries in the woods, or speak with Podart's bride-to-be (who would have escaped from Berenquay if Plutarcus had not slain her rescuers). If the PCs can prove absolutely that Medes is a traitor, Podart may switch sides and defend Berenquay. Even if Berenquay's defenders cannot prove treachery, the intrigue could allow the PCs to defeat their enemies piecemeal.

PCs may talk with Podart and Medes by waving a white flag of parley. Even Medes will not besmirch himself by openly killing an emissary. When the flag is waved, both brothers will come forward to negotiate. As DM, play the parts of the rival brothers carefully. Decide for yourself if the PCs have proved Medes' duplicity. Naturally, Plutarcus will use insinuation and back stabbing to protect his master.

Placed Encounters

1. Canals

Water flows through these rock-lined channels, draining nearby flood plains, and letting barges sail to the ocean. The canals are Berenquay's best fortification. Since land troops cannot move through the canals, the invaders must fight for bridges, at least until Medes' goblins cross in turn 10. These bridges are stone, and are impossible to destroy even if Berenquay's Commissioner would permit it — and he will not. The town's seaborne skirmish troops can row through the canals and under bridges; they must go at half speed when traveling north (upstream), and gain an extra 3" of movement rate when floating back to the sea.

2. Northwoods

Until turn 10, Medes' goblin mercenaries skulk in these leafy woods, cutting trees for bridging the canals. By turn 10, they will be able to cross both canals on three-figure-wide log bridges. They desperately attack any intruders entering the woods before turn 10, hoping to avoid detection by either Berenquay or Podart. Statistics for the goblins appear on the Unit Roster below. PCs might use goblin prisoners to prove Medes' treachery to Podart.

3. Berenquay

The people here cower in their houses, hoarding buckets of water in case the invaders set fire to their town. Only one person can be seen on the gravel streets, a girl who dashes from alley to alley, huddled under her woolen shawl. This is Lione, Podart's bride-to-be. Podart

told her his scouts would sneak into the city, disguised as defenders of Berenquay — then snatch her to safety before any fighting began. She dashes eagerly to the PCs. They appear to be the promised rescuers.

When Lione learns that Podart did not send the PCs, she despairs and bemoans her fate, looking for sympathy. She is sure that Medes vetoed the plan. "He always resented me," she moans; "And hated our plan. He went white as fishbellies when Podart told him about the disguise — that genuinely shook him." True enough: Medes' fear was that this rescue would interfere with Plutarcus' mission, and it is indeed his fault that the scouts never arrived. Plutarcus slew them before this adventure began.

Lione's father was killed in a riot when Berenquay's people learned about Jayce's plans for their town, but the mob spared Lione because of her youth. Her statistics are: AC 10; MV 12″; level 0; hp 4; #AT 1; Dmg unarmed; S 10, I 9, W 13, D 11, Co 15, Ch 16, Com 18; AL N. Lione does not know if she loves Podart, but she hates Podart's elder brother, Medes, whom she considers lustful and malicious. Lione's father arranged the marriage, and she does not feel that she can break the engagement.

Medes and Plutarcus hope that Lione will be killed, eradicating Podart's claim to Berenquay. If the PCs try to use her as a hostage, Medes insists on negotiating for her alone, and Podart allows him to. Medes bargains by making insulting comments and vague threats. He hopes to maneuver the kidnappers into retaliating. Plutarcus cooperates, grimly suggesting that the hostage-takers kill Lione. "If you show that you fear that braggart's threats, you have admitted defeat," he suggests. "Our soldiers will notice and so will the enemy." Needless to say, good-aligned PCs (or smart PCs of any alignment) should not harm Lione.

Events

As the battle progresses, the following events will occur. Eliminate them whenever the actions of the PCs make them impossible. For example, if PCs root out and destroy the goblin unit, it will be unable to attack on turn 10.

1. Turn One: Approach

The trees in the Northwoods quiver and sway as some unseen army approaches the battlefield. Plutarcus rubs his hands with glee, claiming that charioteers from his temple have arrived. He advises the PCs to make a quick counterattack on the foe's west flank, so that the temple troops may charge from the other side. The approaching troops are actually Medes' goblin wolf-rider mercenaries (see the Unit Roster Table), and they will not leave the forest until turn 10. If the PCs ask Plutarcus why his troops have not joined the battle, he responds that they are surveying the battlefield and waiting for the area in front of the woods to become completely vacant, so they can charge.

2. Turn Two: Confusion

This event should appear to be an accident, at least at first. Medes' Vassals charge — but pass through the Valley Crossbowmen, Podart's command unit. One figure from the Crossbowmen is trampled and must be removed. Medes is attempting to weaken his rival's units. Medes' Vassals themselves assume that the charge was a mistake. As DM, you might want to roll dice, pretend to consult a table, and chuckle, to make this event seem random. After this, Medes restrains his troops from battle for eight turns, pretending to be humiliated. He will defend himself vigorously if attacked, however.

3. Turn Three: Brave Men Flee

The grim lines of Medes' Vassals shiver as horsemen break ranks and charge ahead, armor shining in the sun. One figure from the Medes Vassals unit breaks away from the rest, forming its own unit. This group rides toward the nearest unit of Berenquay's army, shouting war cries. Characters who watch the soldiers who did not join the charge will hear Medes himself screaming, "Treason! Desertion!" but the rest of Medes' Vassals are merely sullen.

Sir Achias, commander of these deserters, challenges a nearby PC to single combat. His statistics are: AC 0; MV 6″; CA 5; hp 40; #AT 1; Dmg 3-9; S 17, I 13, W 14, D 15, Co 15, Ch 10; Al LG; Command Radius 10″; field plate, shield, lance. He rides a war horse with the following statistics: AC 3; MV 12″; HD 3+3; hp 19; #AT 2; Dmg 1-6/1-6; AL N; plate barding. Achias is a clean-shaven man whose hair has been cropped nearly to the scalp. He and his followers seek honor above all things, but they will submit if defeated by a chivalrous opponent. Sir Achias, like all of Medes' Vassals, hates his cowardly orders. He complains that Medes is, "Hiding behind his brother's troops, disgracing his stricken father."

4. Turn Four: Unwilling Heroes

Medes and Plutarcus do not wish to leave Berenquay unchecked. Plutarcus attempts to slay PC commanders now, leaving Berenquay's troops leaderless. He attempts his plan as soon as the PCs' unit comes into contact with the enemy. When this occurs, Plutarcus shouts an order of "Retreat!" and if he rolls below his assassination percentage, the unit executes a withdrawl maneuver. The PCs, who did not expect this order, will be left in front of the unit to fight the enemy as lone heroes.

This leaves the unit out of command until the commander rejoins it or another PC successfully rallies the unit. If Plutarcus' assassination roll fails, the unit ignores him. If a PC asks who gave the command, roll a d20; if the result is below the character's Intelligence score, he realizes that Plutarcus ordered the retreat. If the PCs ask the troops, the soldiers must also roll to see if they noticed who gave the order. Treat ordinary soldiers as if they had an intelligence of 9 for purposes of this check.

5. Turn Ten: Drive on Berenquay

Until now, Medes has been letting his brother's troops fight, while sparing his own. Now he charges with abandon, hurling his troops at Berenquay, fighting for the canal gates. Then the Northwoods rustle again. Troops pour onto the battlefield — but the sounds are not those of rattling chariots; wolves howl instead, rushing toward the fallen. The goblin unit charges across its new bridges and falls on the city. They indiscriminately attack whoever stands in their path, sparing only Medes and his Vassals. If Plutarcus still lives, he attempts to escape, using his *boots of speed.* As he goes, he will attempt to back stab PCs and other important people. The battle reaches its crescendo.

NPC Commanders

Since these characters move with their units, they have been described here, rather than at any location or event. PCs should command Berenquay's units, so no commanders have been provided for that side. When the PCs

choose units, you should modify morale ratings to account for their charisma scores and magic. The ship captains among Berenquay's marine skirmish units can be treated like any of the sailors. These captains are masters of the sea, but PCs will be asked to command their crews in land warfare.

Medes (Army Commander, Personally commands Medes' Vassals)

AC -2; MV 6"; CA 10; hp 82; #AT 3/2; Dmg weapon; S 17, I 14, W 10, D 16, Co 18, Ch 10; AL LE; Command Radius 13"; full plate, shield, lance, *sword of wounding.*

Medes conceals his cunning with rash words, and his blue eyes give him a dashing appearance. Being untrustworthy makes him suspicious, and he is terrified of Podart. Medes rides a heavy war horse with chain barding and carries his standard, a flaming oak. The horse's statistics are: AC 4; MV 12"; HD 3+3; hp 24; #AT 2; Dmg 1-6/1-6; AL N. PCs who capture Medes alive can redeem a ransom of 10,000 gp.

Podart (Army Commander, stays with the Valley Crossbowmen)

AC 8; MV 12"; MU 13; hp 42; #AT 1; Dmg weapon; S 10, I 18, W 15, D 16, Co 15, Ch 11; AL LE; Command Radius 12"; dagger.

Spells: *magic missile* (x5), *ray of enfeeblement* (x4), *mirror image, protection from normal missiles, gust of wind, fireball* (x2), *dispel magic, dimension door, ice storm* (x2), *minor globe of invulnerability, cloudkill* (x3), *cone of cold, death spell, disintegrate.*

Podart devoted most of his youth to magical research, since he saw no hope of inheriting land. Now he is delighted to be gaining a fief and remains completely unaware of his brother's plots. Podart strongly believes in family honor and will not stoop to deceit himself, although he will openly attack his brother if he learns of Medes' plot. In battle, Podart uses magic while being protected by the Valley Crossbowmen. He has a *wand of force* with thirty charges. The standard of Podart's forces is a large alembic. If Podart is captured alive, Jayce will pay 5,000 gp for his safe return.

Prias (Unit Commander, Valley Crossbowmen)

AC 4; MV 6"; F4; hp 18; #AT 1; Dmg 1-4; S 11, I 12, W 12, D 16, Co 11, Ch 17; AL LN; Command Radius 13".

Prias serves slavishly by Podart's side, letting his master cast spells while he directs the troops. He carries Podart's alembic standard, and can be held for 500 gp ransom.

Gomer (Unit Commander, First Swordsmen)

AC 2; MV 9"; F 7; hp 39; #AT 3/2; Dmg 1-8+1; S 17; I 10; W 12; D 14; Co 11; Ch 12; AL LN; Command Radius 13"; chain mail, *shield +2.*

Gomer bears Podart's alembic flag in one hand, while wielding a sword in the other. He can be ransomed for 1,000 gp, if captured alive.

Doman (Unit Commander, Second Swordsmen)

AC 2; MV 9"; F 6; hp 35; #AT 1; Dmg 1-8+3; S 18/01, I 11, W 9, D 16, Co 10, Ch 15; AL LN; Command Radius 13".

Doman is a strong man with many years of experience. He carries Podart's alembic standard. If PCs capture him alive, his family will pay a ransom of 1,000 gp to guarantee he returns safely.

Snar (Unit Commander, Goblins)

AC 1; MV 9"; HD 3+3; hp 27; #AT 1; Dmg 2-8+2; AL LE; Command Radius 12" (due to mount); *morning star +2, chain mail +3,* shield.

Snar is an exceptionally large goblin riding a huge worg (AC 6; MV 18"; HD 4+4; hp 36; #AT 1; Dmg 2-8; SA howl; AL N). Snar's tribe gave up raiding human fiefdoms for a more profitable career of fighting for them. He resents his haughty masters, but he will never turn against an employer. Snar carries no flag and can muster no ransom.
The set-up areas for these units have been shown on the map (see back mailer cover). Morale and discipline scores of these units have been altered to reflect the conditions of the scenario, such as the disunity between Medes and Podart. Note that the renegades remain part of Medes Vassals until the third round. Units designated "Inf" are regular infantry, "Cav," are regular cavalry, "Mob" are mobs and "Skir" are skir-

mish troops. You can simulate these units with your own miniatures or with cardboard counters. If you use counters, substitute unused pieces for the more exotic troops here. For example, ordinary archers can represent crossbowmen or marine skirmishers.

The invaders have a mighty army of typical composition. Medes' Vassals wear chain mail, with shields, wield lances, and ride heavy warhorses with chain barding. The Renegades are elite cavaliers who begin the battle alongside Medes' Vassals, but break orders and attack Berenquay too soon (see event 3). They are armed like the rest of Medes' Vassals, but wear field plate and use plate-barded horses. Snar's goblin mercenaries ride dire wolves and wield short swords and short bows. Podart's Valley Crossbowmen wear scale armor and use light crossbows. They serve to keep enemies away from Podart so he can use magic. The First and Second Swordsmen do most of Podart's direct fighting, wearing chain mail and shields, while wielding long swords. The goblins enter from area 2; all other invaders may start anywhere on the map's north edge.

A random collection of volunteers defend Berenquay. The city's dock workers have formed a mob unit, which wields clubs. The city watch acts as regulars, wearing chain mail and wielding long swords. Crews of ships in Berenquay's port have formed three effective skirmish battalions. The sailors can sail their ships into battle, attack behind enemy lines, then retreat across the water. These units have a movement rate of 6" in the water but must forfeit three inches of movement whenever they disembark or go from the land into their craft. Each unit has one ballista on its ship. If you have miniature ships, these could be used to simulate the skirmishers' galleys. The sailors wear studded leather armor and hurl javelins in battle. They carry two volleys at a time and can resupply themselves whenever they board their ships. These skirmish units can also rest on shipboard, recovering from a forced march for example. The PCs may set up their units anywhere on the board, but they must begin at least two feet from the north edge.

After the Battle

A victor can be declared after (A) an entire army has been destroyed, (B) an invader has held Berenquay for at least five rounds, or (C) 15 rounds have passed and the defenders still control all Berenquay — and no melees are currently in progress. No matter who wins this fight, Medes will strive to conceal his treachery. If the PCs lose, the victors will pursue them over land and sea, hoping to blame the party for any shameful deeds. PC winners still will have diplomatic intrigues to resolve, especially if they won with Podart's help. Jayce insists that the very fact that Podart defended Berenquay solidifies his claim to rule it — and he may muster forces for a second attack.

Appendix: Conversion Notes

The Army Roster Table gives statistics for TSR, Inc.'s *BATTLESYSTEM™* Game. Mass wargame rules are often less interchangeable than role-playing systems. Here are alternative unit rosters. These statistics will work with Ral Partha's *The Rules According to Ral* and other mass combat games.

Name	A	M"	Melee Mod
Medes' Army			
Medes' Vassals	3	13	+1
Renegades	4	12	+2
Goblins	2	18	+2
Podart's Army			
Valley Crossbowmen	2	6	+1
First Swordsmen	3	9	+1
Second Swordsmen	3	9	+1
Berenquay's Army			
Dock Guards	2	9	+1
Longshoremen	2	12	0
Jolly Crew	2	12	+1
Fifty Seamen	2	12	+1
Men O' The Waves	2	12	+1

If you do not have rules for integrating wargames and role-playing, and do not feel inspired to invent them, you can still run this adventure. Treat each unit as a single character, with the amalgamated characteristics of all its members, and run combat normally. You can derive these statistics from the Army Roster Table. Armor Class (AC) and Movement (MV) remain the same. Figure out how many points damage a unit can take by multiplying the number of hit dice per figure (HD/Fig) by the number of figures (#Fig) and then multiplying this total by four.

The table already lists what level individual soldiers are, and you may use this to determine what number the unit needs to hit its enemy. When units hit, simply multiply the damage one attacker could cause (Dmg) by the number of attackers (this is the #Fig times 10). Check morale whenever the module tells you to, or a unit loses half its hit points, or the unit has obviously been frightened. Simply roll two 10-sided dice, and if the result is above the unit's morale score (ML), the troops fail. Discipline (DL) can be checked the same way.

Playing the Alien

The Great Race of Yith as Player Characters

by Jeffrey Carey

Looking for new facet to add to an old *Call of Cthulhu* campaign? Try planting a curious time traveler in the midst of your investigators; introduce them *personally* to the Great Race of Yith. As the rules say, Yithians are originally alien beings whose minds have taken up residence in a race of cone-shaped beings native to Earth's distant past. Being interested in history (both past and future), they "swap" minds with intelligent life forms of whatever period they are studying. Why not add a character to your campaign whose mind is literally not his own?

By introducing a Yithian player character, the Keeper can proceed in one of two ways. First, the Yithian can inhabit the mind of an investigator already in the party. This can create some interesting situations, especially if it occurs in an appropriate juncture in the plot. For example, The University Paranormal Research Group is investigating a reputed voodoo priest and possible cultist. Overnight, George Worthington-Smythe, a relatively sane man, begins acting unlike himself. A possible case of voodoo possession? That's what the investigators probably will think.

Second, the Keeper can introduce a new character to the group who is, unbeknownst to them, a Yithian observer. I've used this method well in my own campaign. The key is to give the Yithian some reason to be with the group, be he an old friend or a new arrival. The most obvious choice is the occult and the Cthulhu Mythos itself. A Yithian visitor to the 1920s or the 1980s easily could be attracted to study the increased cult activity, or a Yithian might join a group of investigators to flesh out the history of occult investigation for his people's archives.

Once the Keeper chooses which character shall be the Yithian, he or she must decide which player will play that character. The best choice is a player who can keep a secret. After all, the whole point of this subterfuge is to build suspense. A Yithian can be given to a player as a compensation for losing a valued character or as a reward for good play. The player should be within easy access to the Keeper (good friend, veteran campaigner, etc.) so as to be available to discuss the character in private. This allows the Keeper to treat the player like all the others during play. One important reminder: **under no circumstances** (with the possible exception of a Renegade Yithian — see below) should the same investigators become involved with more than one Yithian at a time (and usually in their whole lifetimes). Yithians are secretive and rare; don't make them commonplace.

Yithian Methods and Motives

The Yithian's reason for time travel is to gather knowledge and bring it back to his own time. To do so, he will tend to be cautious, especially regarding his own life. Dying in a possessed body usually means death for the Yithian and imprisonment in the past for the host mind. If time permits (30- to 60-second minimum), a dying Yithian can transport his mind back to the past, leaving the hapless host to die in his or her own body. (Yithians bear few regrets — what's an 80-or-so-year life span compared to one of 5 millennia?) Accordingly, the Yithian will shy away from combat, but will do so in a manner that will draw as few suspicions as possible: "I thought I heard more Deep Ones behind us and went to investigate." To this end, the Yithian will use his knowledge of the Cthulhu Mythos to anticipate trouble and protect himself, but will not necessarily share this information with the others in the group.

Yithians in human bodies are often detected when someone notices behavior unusual for the host. While a Yithian will have enough background information to function in a given time period, he will lack many of the details of the host's life, such as likes and dislikes, mannerisms, and memories of birthdays, relatives, etc. This is often dismissed as a mild form of insanity by friends and colleagues. With sufficient time (usually one or two years) and contact with others, a Yithian can pick up enough information about the host to imitate him or her almost flawlessly. Close associates of the host have a cumulative 20% chance per year to notice "something odd" about the person in question. Total strangers have a 10% chance during the Yithian's first year of possession to make a similar observation.

Yithian culture, as Lovecraft saw it, had its nearest human equivalent in fascism. Thus, Yithians are particularly attracted to and sympathetic toward strict governments, for example those in Nazi Germany or the Soviet Union. Time periods related to these governments are especially favored by Yithian historians. The connection of Nazism with the occult/mythos is a heavily studied area for Yithians. Furthermore, Yithians tend to see themselves as sort of a "Master Race," putting all other beings' desires behind their own. A Yithian is as unlikely to develop a close relationship with a human as a human would with an amoeba. Yet, if it will serve the Yithian's purpose, no ruse is out of the question.

Great Race of Yith (Human Form)

STR: as host
CON: as host
SIZ: as host
DEX: as host
INT: 4D6+6
POW: 2D6+6
Hit Points: as host **Move:** as host

Weapon	Attk%	Damage
Lightning Gun*	30%	Varies
All others	Base (regardless of host's ability)	

* A Yithian in human form will have access to a lightning gun if and only if he can get to a former Yithian city. Since these cities are more than 100 million years old, changes in the Earth's crust will make locating them difficult unless the Yithian is a geologist. Once a city is located, however, the Yithian can use his Archaeological skill to direct a dig. If the city is still intact, the Yithian could direct excavators to the exact location of the armory, where there is a 70% chance of finding 3D6 working guns of different types. Of course, the city could be buried under a few miles of solid rock and be com-

pletely inaccessible. Also, the excavators probably will be very suspicious. Each type of lightning gun has different characteristics, see the Great Race section of the *Call of Cthulhu Keeper's Book* for a typical example.

Armor: as host
Spells: The Yithian has a chance equal to INT of knowing 1D3 spells. None of the host's spells are usable unless the Yithian knows or learns them himself.
Skills: For skill determination, Yithians have an EDU of 3D8+4. The skills required are: Anthropology, Archaeology, Cthulhu Mythos (the score is determined as any other skill), History (Base rating of 45, includes both past and future events), Library Use (Base of 15), Read/Write 3D4 Languages of Keeper's choice (necessarily including the primary language of the host), and Speak (same languages as Read/Write). In addition, the Yithian can choose other skills of a mental nature (Accounting, Astronomy, Botany, Chemistry, Debate, Diagnose Disease, Electrical Repair, First Aid, Geology, Law, Linguist, Make Maps, Mechanical Repair, Operate Heavy Machine, Pharmacy, Psychoanalysis, Psychology, Treat Disease/Poison, Zoology, etc.). The base chance for all these skills is 00. Any physical skills operate at base chance, regardless of the host's ability.
SAN: Discovering someone is a Yithian costs 1D4 points of SAN unless a SAN roll is made. Realizing that you were possessed by a Yithian (through memories and dreams of the distant past) costs 1D8 SAN if a SAN role fails and 1D4 SAN even if the roll succeeds. Such an experience also adds 1D8 points to Cthulhu Mythos score. Yithians never check SAN and never loose it.

Cults and Renegade Yithians

Many scattered human cults exist for the aid of Yithian travelers. These vary from those who fully understand the Yithians to those who regard them as mystical keepers of knowledge. Regardless of motives, human cults generally will provide a safe haven and supplies for a Yithian. Also, they will fulfill, to the best of their ability, any request for aid the Yithian might have (information, equipment, etc.). In return, the Yithian provides some "trinket" of magic or technology. This item can range from some minor magical artifact to a personal computer or a laser gun. To retrieve this item, the Yithian simply throws his mind into the past or future and appropriates some article (at his discretion, not the cultists'). Alternatively, he can provide the cult with a piece of future history. This always will be limited to major events. "Stock market will crash in October, 1929," or "Hitler will take over Germany" are fine, but "John Doe will die on April 4," is too insignificant (from the Yithian's viewpoint).

Unknown to most cults and Yithians, a deviant sect of Yithians from the far future also roam the time stream. These are renegades from a time when the Great Race inhabits the minds of a race of beetle-like beings. These renegades are the descendants of the Yithians who escaped extinction (at the tentacles of the Flying Polyps) in the distant past by throwing their minds to the time after humanity's dominance. It seems that these renegades, when faced with the destruction of the Earth itself, threw their minds backward in time. The remaining members of the Race threw their minds into the Void, hoping to encounter and possess some alien race as they once did on Earth. The renegades are a savage and perverse race, having more in common with their beetle-like host minds than those of the original Great Race.

Actually, these renegades are beetle beings; in the same way that all second generation Yithians are really natives of Earth brought up to act like Yithians (see *Call of Cthulhu Keeper's Book* for details). It seems that the Yithians' attempts to school the beetle beings in their ways were not completely successful, yielding a handful (not more than 200) of renegade offspring that are more beetle being than Yithian. These outcasts have no interest in history, but wish instead to rule humanity. They select victims at random and possess them in the same manner a true Yithian does, but remain permanently in the host body, leaving the host to die at the end of the world, trapped in a beetle-like body.

These renegades inhabit many of the ages of human history, usually in groups of three. They work together to track down any normal Yithians and kill them — they are rightfully convinced that the Yithians would act against them if they were discovered. They also form cults worshipping various mythos entities and dedicated to gaining as much power as possible. While generally not as intelligent as true Yithians, they are infinitely more devious. When threatened with death, they can throw their minds to a "safe" age where they are in power.

Renegade Yithians

	Human Form	Beetle Form
STR:	as host	3D8+6
CON:	as host	5D6+10
SIZ:	as host	5D8
DEX:	as host	4d6
INT:	4D6	4D6
POW:	2D6	2D6

Hit Points (Human): as host
Hit Points (Beetle: 25
Move (Human): as host
Move (Beetle): 9/11 flying

Weapon	Attk%	Damage
Mandibles (Beetle)	30	2D6
Lightning Gun	25	Varies
All others (Human)	Base + skill	

Armor (Human): as host
Armor (Beetle): 10 point carapace, 3 point wings
SAN: Seeing a Renegade Yithian in beetle form costs 1D6 points of SAN unless a SAN roll succeeds. Realizing someone is possessed by one costs 1D4, unless a SAN roll is made. Note that no one survives possession by a Renegade.
Skills: A Renegade begins with 5 of the required skills for a Yithian (see above). Upon possessing a human, he may learn as many others as EDU and INT allow.
Spells: Renegades will usually (70%) know 1D3 spells.
Description: In beetle form, these beings resemble normal beetles in that they have six legs and an oval carapace. They can grow up to twelve feet long and can flex their bodies and use the front two legs as a human uses arms. Their legs are proportionately thicker than those of a normal beetle to support their bulk. The front legs end in pinchers that function as three-digit "hands" with opposable thumbs. Their dominant feature is a huge pair of black mandibles at the front of the head. Above these are located six azure eyes set in a black, furry face. The carapace, which is thick but leathery and flexible, is a dull bronze mottled with small spots of yellow and gray-brown. The wings extend from under the carapace; they allow only short flights (1-2 miles before exhaustion). The armored underbelly is black with a sheen of deep green.

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The Big Con (and me)

Archaeology, Criminology, and Red Ink

by Skip Williams

It was a crisp November morning, and I watched a handful of dead leaves scurry past my window, crackling as they tumbled in the chill breeze. I don't often spend my time staring out the window, but at the time just about anything seemed better than staring at the stack of unanswered rules questions gathering dust on my desk. My procrastination was soon broken, however, by the low, synthesized whistle of my telephone. A cheery voice greeted me as I lifted the receiver. It was Jean.

At my house, midmorning calls from Jean are commonplace; it's one of the fringe benefits I get from being assistant editor for the Newszine. Unfortunately, Jean gets up shortly after sunrise and scoots into work every morning by 8:00 a.m., whereas I like to burn the midnight oil, then sleep until 10 or 11. Jean gets frustrated when she has a burning question to ask me, but must sit at her desk and fidget until I'm awake enough to give an intelligible answer. This is not insignificant; Jean's fidgeting is world class. Her nervous fingers can twist paper clips into tiny silvery pretzels, or link them into ponderous chains. These same fingers, if not given something constructive to do, will twist phone cords into tangles incomprehensible without a treatise on four-dimensional physics, and have been known to untie every pair of shoes in a one-mile radius.

On this particular morning, we chatted for awhile, pounding an issue of the Newszine into shape, and talking about the storyline for what would eventually become this year's Grand Masters event. Once Jean had maneuvered me into talking about the Game Fair, she casually mentioned that she'd given last year's organization some thought. I answered this revelation with a noncommittal grunt, even then I was vaguely aware of the danger I was in. I soon found myself agreeing that Network HQ would need a large, well-organized staff this year, and suggested names to go along with the jobs. After I had helped commit several unsuspecting members to at least five days of indentured servitude (the staff arrives at the Game Fair on Wednesday morning), it was my turn:

"Of course," Jean purred. "It would be best if there was someone to oversee all these people."

"I'm sure you'll do your usual fine job," I replied groggily.

"No, I mean another volunteer."

I thought about it for awhile.

"Sure," I said. "A capable volunteer should be able to run HQ for the entire conven. . ." I found my hackles rising as I mouthed the fateful words. My body knew what I was getting into even if I didn't. I found myself involuntarily sucking at the receiver, as though I were trying to draw the comment out of the phone before it reached Jean's ears; an observer, had there been one, would have sworn I was trying to swallow the phone. Too late.

Jean's answer came loud and clear. "Right, that's exactly what I had in mind, can-you-suggest-anybody-Iknowhowaboutyou?" Jean can talk pretty fast when she gets excited. I sagged against the wall like a condemned man facing a firing squad.

"Forget the blindfold!" I shouted.

Excavations

One afternoon in mid May I trotted into Jean's office to put in some time on the Game Fair. Jean had been sending me reams of paperwork since February: floor plans, event schedules, and a complete list of tournaments. Unfortunately, the tournament list began collecting red splotches, a new one every time a tournament author missed a deadline. During May and June the event list began to look like it had a bad case of prickly heat, as the red splotches spread like a bad rash and the event count slid from more than 40 to 35 — missed deadlines were leaving no time to review and edit scenarios, forcing HQ to cancel events. It would seem that some members think HQ isn't listening when they promise to write a tournament and finish it by a certain date.

Being so well informed about HQ's plans for the Game Fair, I expected to encounter no surprises in Jean's office. I was wrong. I found Jean's office half filled with an eclectic mound of computer printouts, photocopies, cardboard boxes, and loose paper. The whole collection looked like some giant, untidy muskrat lodge. I prodded the construction with an outstretched toe, and fled when it quivered in response. Warily creeping back, I wondered aloud what it possibly could be.

Jean's voice, muffled by the intervening debris, replied that it was "stuff" for the Game Fair, and quickly added that the mound also contained tournaments for several other conventions, unread Newszine submissions, and anything else Jean thought she might need, but hadn't had time to put away.

An acerbic query from me revealed that the exact composition of the midden was unknown — though Jean could give me a few guesses. In the face of such uncertainty, there was nothing to do but dig. So I dug. Before long, I had made a stupendous archaeological discovery: file drawers. Empty file drawers. There they had lain for untold weeks just waiting to be filled with — stuff.

Two weeks later, the mound had been converted into orderly files. The Newszine submissions had been sorted by date, put into protective green folders, and committed with great ceremony into another drawer. Jean was briefly ecstatic. Only briefly because word of my efforts quickly spread to Jean's coworkers; Jean's office had achieved a certain notoriety as a place one should never visit alone after sunset. The news that some fool was trying to put it in order — with Jean in it no less — caused quite a stir. And when news leaked out that the feat actually had been accomplished, people just had to come and see for themselves. Even Jean's boss was among the sightseers.

The excavation completed, Jean and I turned our attentions to DM scheduling. A quick visit to the beleaguered, but friendly, GEN CON® Convention staff yielded a satisfyingly thick stack of judge volunteer forms, and we cheerfully set to work anticipating a quick finish. Several days later we saw a light at the end of the tunnel. It was an oncoming train.

The GEN CON Convention staff had unaccountably duplicated most of the judge forms. By the time all the duplicates had been located and eliminated, our impressive stack of judge forms

looked decidedly undernourished. However, eventually — after numerous phone calls — we were able to find judges for all the Network events.

Crime Wave

Somewhere between the end of DM scheduling and the beginning of the convention a small, dedicated cadre of out-of-town volunteers arrived at HQ, all willing to sacrifice anything and everything to pull the Network's fat out of the proverbial fire. When Jean explained that there wasn't a fire, some of their enthusiasm ebbed away. Fortunately, there was still plenty of mindless, tiring, but not altogether thankless work for them to do.

Thanks for the volunteers came in the form of a trip to nearby Genoa City for a free movie. This is not as generous as it sounds; the Genoa City theater is popular with the crowd at TSR, Inc. for its first-run movies, friendly management, cheap concessions, and even cheaper ticket prices. The theater's decor — early decay — takes some getting used to, but it makes the low prices possible.

After viewing the main feature, a thriller offering a Russian-speaking Arnold Schwarzenegger bashing bad guys and playing chicken with an appropriated bus, we piled back into our cars for the trip back to Lake Geneva. I rode shotgun in a shiny new vehicle driven by one of the volunteers (name withheld, but he's the "ugly maid," see *The Big Con (and Me)* in issue #31). Chris Schon rode in the back seat. Jean and the remaining members of the party rode in Jean's car. I got the front seat so I could navigate. The driver, however, decided that the bustling metropolis of Genoa City was too complex for my limited experience with the area (I've been a resident for nearly three decades), and resolved to tail Jean (a resident for less than two years) back to Lake Geneva. The plan was working fine until the driver coasted through a stop sign and made a wide right turn, nearly locking fenders with a Genoa City police car.

"Here he comes!" Chris observed as the lights atop the car flashed into life and the car made a high speed U-turn.

"At least you stayed in your lane," I observed diplomatically.

The driver sagged visibly and hunched over the wheel. Moaning, he obediently turned onto a side street as the Genoa City's finest rode our tail. The driver parked the car, giving us a mini roller coaster ride as the right front tire climbed the curb, then bounced into the street. Chris speculated that a sobriety test was now probably in order. The driver ignored our jibes and slunk out of the car, looking not unlike a family pooch just caught dirtying on the carpet.

"Good evening officer," said the driver meekly. I suppressed a chuckle, his self-reproach would have melted a patriarch's heart.

"Missed a stop sign back there," the officer observed matter-of-factly.

"I know," the driver confessed. "I was following another car — I didn't want to get lost."

"License and registration please."

The driver surrendered the documents and retreated to the car. Concealing my amusement, I congratulated him on his contriteness, and Chris quickly echoed my admiration. The driver gazed forlornly into the rearview mirror for a moment, then turned on me.

"This is NOT appearing in the Newszine," he commanded, shaking a determined finger. I replied that I thought a vivid description of the incident probably would be of interest to the entire membership; Chris vigorously agreed. A wave of crimson rose from the driver's neck and surged to his temples, but the return of the officer prevented further repartee. In the end, the driver was issued a warning ticket and told never to run a stop sign in Genoa City again.

The debate about the Newszine continued until the Lake Geneva city limits when Chris prevailed upon the driver to stop at a convenience store. The driver and I lounged near the door while Chris made a beeline for the cigarette rack. I failed to notice the clerk, a tiny gray-haired grandmother, staring at my companion and me. However, her apprehension became painfully obvious when Chris presented his purchase at the counter. Keeping one eye on the disreputable pair at the door, the clerk took Chris's money and made change. His purchase complete, Chris scooped the cigarettes into his pocket and glanced up at the emergency light behind the cash register.

"Does that thing take pictures?" he asked with childlike curiosity, pointing at the fixture with his free hand.

"No!" The clerk gasped, backing away from the counter and half raising her hands. The driver and I made a quick exit. Chris followed, wearing a quizzical expression.

Once outside, the driver suggested that asking about security arrangements can induce cardiac arrest when one enters a business late at night with two associates who loiter near the door.

The Big Con

Convention week made its inevitable appearance, and Wednesday morning found me and two other intrepid gamers enroute to Milwaukee in my battle-scared chevy. We arrived just before 11:00 a.m. and soon plunged into the equatorial heat of an un-air-conditioned Bruce Hall. After mounting an unsuccessful search for Jean, I headed for Network HQ, my companions still in tow. There we found tables and chairs — all carefully erected in the wrong places. A towering heap of paperwork and furniture wrapped in clingy plastic occupied the room's exact center. Since we couldn't rearrange the furniture until we dealt with the tower, we attacked the plastic with hands, teeth, and my pocket knife. Underneath the plastic we found two drawerless file cabinets, a stack of drawers filled to bursting with tournaments, one and a half cases of voting sheets, and various cardboard boxes stuffed with office supplies. Let me tell you, manhandling two file cabinets and inserting six fully loaded drawers into them in 104° heat is no picnic, even with three people to do the job. After an eternity of heavy breathing, grunting, and hollow metallic clanging we managed it. A few hours later, Jean and Chris arrived. Chris, who was in charge of HQ's paperwork, had carefully arranged each drawer, but had not labeled them. After a quick look at our handiwork, he gravely announced that all six drawers had to be rearranged. Fortunately for Chris, we'd managed to find lunch — and an hour and a half of air conditioning in the interim.

The rest of the convention went pretty smoothly, much to Jean's delight. I kept assuring her that some unforseen disaster was looming over us, but it never materialized. There were a few rough spots, of course. Such as the time an irate judge felt the need to scream at a marshal from the opposite side of the hall, or when I found myself in charge of marshaling a semi-final of the Snow Crystal event. Marshaling, I discovered, is hard work.

(continued on page 31)

The Network In Pictures

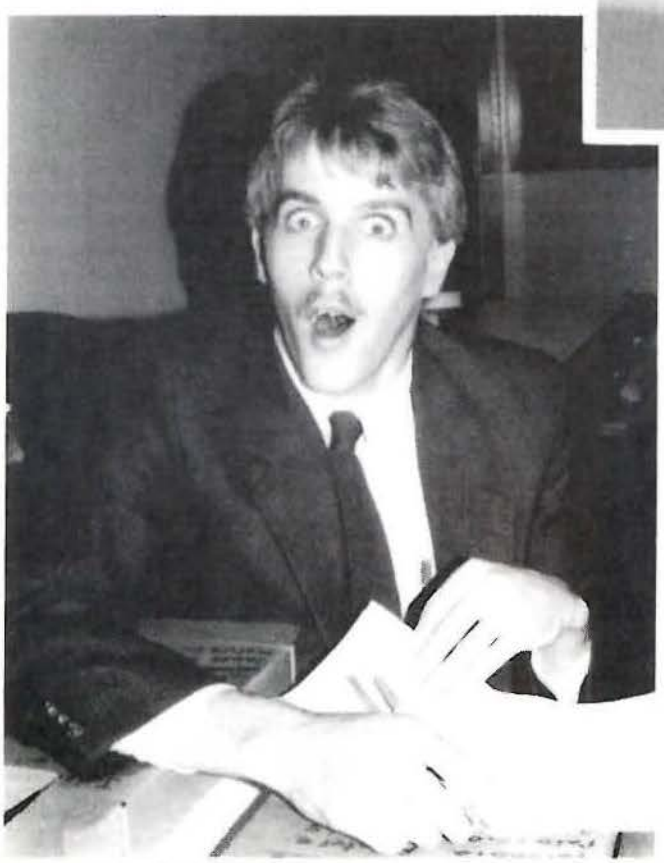
TSR Editor Karen Boomgardner does a victory dance after accepting the Gamers' Choice Award for the *FORGOTTEN REALMS*™ Fantasy Setting. Lending moral support are *Realms* designer Jeff Grubb (center), and Creator Ed Greenwood (behind the beard).

"Don't take that picture!" Our fearless leader is caught getting support from a railing in Bruce Hall.

Veteran staffer Sylvia Deering tosses off another tournament result sheet at HQ

"Who, Me?" the Network gains another member, Kathleen Bulik, appearing as a paladin fresh from the costume competition.

"Are you done yet?" Skip Williams waits for his players to finish preparations for the Grand Masters event.



HQ archivist Chris Schon greets another flurry of paperwork from Bruce Hall

"Gimme that tape!" Marshals Mike Selinker (with tape), John Cereso (with face hidden behind paper) and Skip Williams post signs in Bruce Hall while member Robert Farnsworth looks on.

Photographs by Jean Rabe and Skip Williams

The Living City

Open Air Farmers Market

by Joseph Wichmann

Five days each week this large open area is bustling with mercantile activity. The operators, Eldon and Fiona Hopple, live with their three children in a neat, one-story frame house at the back of the property.

There are 16 booths scattered over the area. On market days most of them are filled with goods for sale. City-dwelling craftsmen and farmers from the countryside sell and trade their products in the booths. Traveling tinkers, peddlers, caravan merchants, and even demi-humans from the surrounding areas buy, sell, and trade goods and services. Any item might be sold here on any given market day. In this way, the Dungeon Master can determine what is available and, if he wishes, provide player characters the opportunity to obtain rare or unusual goods and services. Player characters can even rent a booth if they wish; the price is four silver pieces per day.

On a typical market day the booths might be allocated as follows (footnotes indicate local persons described below):

- #1 Peddler selling cookware and household goods
- #2 Smoked and fresh fish[1]
- #3 Butter, cheese, milk[2]
- #4 Unallocated
- #5 Fresh and smoked pork and sausages[3]
- #6 Fresh lamb and produce (shelled, dried beans and peas)
- #7 Tinker repairing equipment and household items
- #8 Glass bottles and vials[4]
- #9 Knives and hand axes (sharpening also available)
- #10 Wooden boxes and small cabinets and chests[5]
- #11 Grains and melons[6]
- #12 Fresh bread and pastries[7]
- #13 Unallocated
- #14 Fowl[8]
- #15 Soap and candles[9]
- #16 Cloaks and robes[10] (articles accepted for mending as well)

On some days, armor or swords or even a warhorse or a wheeled cart might be for sale here. Prices are no higher than those listed in the AD&D® game Players Handbook, since this is essentially a wholesale operation.

1. Martin is a 67-year-old 0 level human male. He is 5′ 7″ tall and weighs 130 pounds, with gray hair and blue eyes. He is the son of a local farmer and has lived near Ravens Bluff all his life. Every other day he visits streams and lakes in the area to catch fish to sell at the market. Martin lives in a one-room shack beside a lake outside the city. He has a smokehouse nearby. He is a country boy with a strong rural accent, but is very friendly and talkative, though he has no useful information for PCs. For one gold piece per day he will serve as a fishing guide. Anyone who hires him has a 75% chance to catch 7-12 fish and a 25% chance to catch only 1-6 fish.

2. Frieda is the wife of a local dairy farmer. She is a 32-year-old 0 level human female. She is 5′ 2″ tall and weighs 110 pounds, with auburn hair and hazel eyes. She is quiet and shy but will warm to any character who treats her kindly. Frieda is popular with the other vendors because she always speaks well of their goods.

3. Barket is a 0 level human male, 38 years old. He is 5′ 11″ tall and weighs 170 pounds. He has black hair and brown eyes, with dark, rough skin. He is particularly fond of dwarves and will give free samples of meat to any who approach his booth. He will give a free string of sausages to any dwarf who buys some of his meat.

4. Carter is a glassblower who works right in his booth. A 0 level human male, he is 5′ tall, weighs 120 pounds, and has blond hair and gray eyes. He is 29 years old. Carter is very skillful and can custom produce any type of glassware.

5. Dominic — see below

6. Dwerky Guiden is a 0 level human, 27 years old. He is a local farmer with brown hair and eyes. He weighs 220 pounds, and is 6′ tall. He is a jolly and friendly man who treats everyone fairly.

7. Lana Selik is an 87-year-old widow eking out a living by selling her baked goods. She has white hair and black eyes. She is 4′ 8″ tall and weighs a mere 85 pounds. Lana is well liked by her neighbors, and sought out for her baking skills. Many local noblemen and businessmen have offered her jobs, but she enjoys the independence of selling in the market. She also likes to meet a variety of people, and will question any obvious adventurers about their experiences.

8. Kwerky Guiden is Dwerky's identical twin brother.

9. Omelia Trom — see below

10. Manuel Osidi is an excellent tailor. He is a 47-year-old 1st level male half-elf fighter with 7 hit points. He wears studded leather armor and is armed with a short sword. He is 5′ 5″ tall, and weighs 125 pounds. His hair and eyes are gray. He is partial to elves and concerned about their image. When an elf passes his stall, Manuel will notice any defects in his or her clothing. If he sees defects, he will offer to mend them for free and will scold the elf if he or she does not accept the offer.

Dominic

7th Level Male Human Thief

STR: 15
INT: 17
WIS: 10
DEX: 18
CON: 9
CHA: 13
COM: 14
AC Normal: 1
AC Rear: 5
Hit Points: 25
Alignment: Neutral Evil
Weapon Proficiencies: Knife, Sap, Dart
Special Abilities: Cabinet making, including the making of traps and secret compartments
Languages: Common, Thieves' Cant, Neutral Evil

Thief Skills:

PP	OL	FT	MS	HS	HN	CW	RL
70	67	55	65	53	25	94	35

Dominic is 37 years old, 5′ 10″ tall, and weighs 145 pounds. He has coal black hair and black eyes, and is very wiry and agile. He is imperturbable and unreadable. He is also taciturn, and seldom converses other than in grunts to signify yes or no. Therefore, little communication passes between him and other people. He distrusts and despises all women, and has no social life whatsoever. He wears *Bracers of Defense AC 5* and is armed at all times with two knives and a sap at his belt and nine darts on a bandoleer beneath his vest.

His cabinets, chests, and boxes are of superb design and workmanship; many have intricately carved decorations. He can custom make items for his clients, and can include secret compartments and traps. He sells his work at reasonable prices, ranging from 10 gp for a small, simple box to 400 gp for a cabinet including custom designed carvings and a secret compartment.

Dominic is the son of a female thief who abandoned him as an infant, leaving him on the steps of a rich man's house one night in the dead of winter. The man, rather than adopting him as his mother had hoped, placed him in an orphanage. Dominic remained there until he the age of nine, when he escaped. He had been put to work in the orphanage's carpentry shop and had already learned some woodworking when he escaped. He constructed a crutch for himself and, pretending to be crippled, begged for a living.

He also began to steal from shops and unwitting pedestrians and soon came to the attention of a member of the Thieves' Guild of Ravens Bluff. This thief took young Dominic under his wing and began to train him in the skills of professional thievery. When Dominic was twelve the thief apprenticed him to a cabinet-maker who formally (and expertly) taught him carpentry and cabinet-making. With his high dexterity, intelligence, and strength, Dominic quickly excelled in both professions.

Dominic has spent his life wandering the streets and back alleys of Ravens Bluff and knows the city as well as anyone alive. If an item or activity is available in the city, Dominic will know of its existence, location, and price. If a character is in search of a specific place, person, item, or activity, Dominic can lead the character to it. The character will have to pay Dominic very well for the service, but need not worry about Dominic's discretion.

Through his aptitude and hard work, Dominic has risen to a prominent position in the Thieves' Guild, and he knows much about its operations. However, nothing can persuade him to betray the guild or give any information about it. Ironically, his mother now works for him (she is a guild member), although neither of them knows they are related.

OMELIA TROM

3rd Level Female Human Magic-User

STR: 14
INT: 17
WIS: 12
DEX: 16
CON: 16
CHA: 17
COM: 18
AC Normal: 8
AC Rear: 10
Hit Points: 15
Alignment: Chaotic Good
Weapon Proficiencies: Quarterstaff
Special Abilities: Swimming, Riding
Languages: Common, Lawful Good
Spells/day: 2 1
Spell Book:

Level 1 Spells

Enlarge	*Light*
*Magic Missile**	*Read Magic*
Sleep	*Spider Climb**

Level 2 Spells:

Darkness 15′ Radius	*Rope Trick*
Melf's Acid Arrow	*Stinking Cloud**

*Spells normally memorized

Omelia Trom is the wife an an Alchemist in Ravens Bluff. She is 23 years old, 5′ 9″ tall and weighs 140 pounds. She is exceptionally beautiful. She has long auburn hair and clear brown eyes. Her mother-in-law makes the soap and candles she sells. There is a 65% chance that she will also have several of her husband's potions on display. He specializes in *Philters of Love,* which he sells to rich people, and Omelia will always have at least one of these if she has any potions at all. If another type of potion is desired, there is a 10% chance that it will be available. Otherwise, she will have two or three randomly determined potions.

Omelia is the daughter of a wealthy merchant of Ravens Bluff. Her marriage to Bleifuss Trom, a 54-year-old Alchemist of considerable renown, was arranged by her father when she was 16. She, of course, was never asked her opinion on the arrangement. After a few months of married life, living with her husband and Isterra, her mother-in-law, Omelia grew bored. So she apprenticed herself to a magic-user in the city.

Sometimes late at night, when Bleifuss was sound asleep, Omelia would sneak out of the house and visit taverns which she knew were frequented by adventurers. Finally, after three years of apprenticeship, she felt she was ready and began to search for an adventuring group to join. She found a likely band of adventurers consisting of a fighter, a ranger, a dwarven fighter/thief, a cleric, and a thief; she made arrangements to explore a dungeon with them.

After a harrowing cross-country trek they reached the entrance to the ancient dungeon described on a treasure map. The ensuing sorties into the underworld were fraught with danger and excitement. Omelia, with her *sleep* spell and ingenuity, earned respect from her more experienced companions.

Her party killed a band of orcs and pressed on, encountering skeletons, zombies, a carrion crawler, and other monsters. Omelia always behaved with intelligence and courage. Finally, the group penetrated to the heart of the dungeon. There disaster struck. The fighter was killed and the thief was injured in an encounter with a mummy. The party captured a great treasure, but the thief suffered a prolonged and agonizing death from a rotting disease.

She returned to her husband, penitent and ashamed, and he accepted her without complaint, happy to have her back. For a year she was content, but in the end wanderlust took her again. She joined her old companions, who had recruited another fighter and thief, to go adventuring again. After several sharp fights with humanoids, they discovered an ancient barrow — and entered. The party easily defeated everything they encountered; their confidence growing steadily. But an encounter in an evil chapel with a wight and a dozen zombies left them devastated. Only the cleric, the thief, and Omelia survived. The cleric performed sacred rites in the hope that their companions wouldn't rise as undead, and the three returned to Ravens Bluff. Once again Omelia's husband welcomed her with open arms, for he was a forgiving man and loved her and her beauty.

It has been two years since Omelia returned to the city. During that time she has faithfully served Bleifuss and sold his and his mother's products at the market. But now she has grown bored again and is eager for adventure. Her old adventuring party no longer exists, and she will gladly join any group of adventurers whom she judges to be of good alignment. She is more mature now, and will expect a plan with a reasonable chance of success.

Her husband is resigned to Omelia's adventurousness, and they have reached a friendly accord. Bleifuss accepts her wanderings with faith in her loyalty. Over the years she has learned to love the old man, now 62, and she will do nothing to harm or betray him.

Omelia is sparkling and energetic, optimistic, and ready for anything new. She is a joy to be around; her beauty and her love of life attract people to her. Her major drawback in adventuring is the horror that death and physical corruption awaken in her. After a period of adventuring she will always return to her husband for the maturity and stability he provides.

Eldon Hopple

1st Level Male Human Fighter

STR: 18/43
INT: 12
WIS: 10
DEX: 14
CON: 16
CHA: 10
COM: 9
AC Normal: 10
AC Rear: 10
Hit Points: 5
Alignment: Neutral Good
Weapon Proficiencies: Bastard Sword, Pike
Special Abilities: Endurance
Languages: Common, Neutral Good

Eldon Hopple is 37 years old. He weighs 205 pounds and stands 6′ 2″ tall. He has brown hair and brown eyes. He is a Ravens Bluff native, born into poverty. He joined the army when he was 17 years old and served for two years, fighting in several campaigns against evil humanoids. He found bloodshed not to his liking, however, and quit when his term was up. He spent the next few years working at odd jobs around the city, becoming proficient in many crafts but master of none.

He met and fell in love with Fiona Mann; though she loved him in return, her father would not let them marry because he considered Eldon a vagrant. Eldon wanted to settle down with Fiona and establish an open air market for farmers and itinerant tinkers and peddlers; he even had a vacant plot of land in mind. However, he was unable to accumulate funds sufficient to the purpose.

One day as he was returning from work to his rented room he came upon a dress shop that had caught fire. He dashed through the flames into the interior of the building and found a woman overcome by smoke. He dragged her to safety and plunged back into the blazing building, saving a young girl. Afterward, the fire grew too fierce for him to try again. During the rescues, he suffered severe burns on one arm and one leg and is scarred to this day. The people he rescued were the wife and daughter of a prominent and wealthy citizen of Ravens Bluff. and the man gave Eldon a reward of 1,000 gold pieces. Good fortune had conspired with Eldon's unselfish nature to provide him with a lucky break that solved most of his problems.

Eldon used the reward to buy his vacant land, and with his own hands he built the house and sixteen booths that now occupy it. In two years his business was thriving and the Open Air Farmers Market became known as the place to go for the finest, freshest produce and meat. Many also came frequently to discover what interesting or unusual goods and services might be available on any given day. Eldon began to earn a good living.

Finally, when he saw how industrious and successful Eldon was, Fiona's father consented to their wedding. Eldon and Fiona have lived in the house he built ever since, and have been very happy.

Eldon, a brusque and businesslike man, nevertheless dotes on his family and is very protective of them. He and Fiona will try to be helpful to any characters who approach them, for whatever reason. Eldon is very good with his hands and skilled at many trades. He can fix almost any item or mechanical device of wood or metal, and will gladly do so for anyone renting a booth from him.

Fiona Hopple

0 Level Female Human

STR: 9
INT: 15
WIS: 13
DEX: 9
CON: 10
CHA: 16
COM: 14
AC Normal: 10
AC Rear: 10
Hit Points: 3
Alignment: Lawful Good
Special Abilities: Singing, Plays the Mandolin
Languages: Common, Lawful Good

Fiona Hopple is 29 years old. At 5′ 6″ and 150 pounds, she is plump and pretty; she is friendly, easy-going, and likable. She has light brown hair and green eyes. She is the daughter of a middle-class merchant and has led a very sheltered existence because both her father and Eldon have been devoted to protecting her from all harm.

Eldon and Fiona have three children; their son, Ellis, is thirteen, and their daughters, Fiona and Charity, are eleven and seven. The children are very polite and often help customers arrange their goods in the booths. Ellis will watch a customer's booth and sell his wares if the customer has to leave the market for a short time.

Fiona plays the mandolin and sings beautifully. Her secret desire always has been to sing professionally, but the men in her life, being unenlightened, would never allow it. If Fiona takes a liking to a character, male or female, she will invite the character and his or her companions to supper. Since she is an excellent cook, they will have a fine meal. Afterward, she may sing for them; this will be a treat finer even than the meal.

The Hopples are good, kind, and gentle people, well liked and highly regarded by all, both at the market and in the neighborhood. They are well known throughout their area of the city, and have fed and helped people many times over the years. If any harm befell them it would be considered a great evil by all who know them, including quite a few adventurers who are grateful to them. Anyone who rescues or avenges the Hopples would be well thought of and well treated in Ravens Bluff.

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New Rogues Gallery

Boris of the Companions

by Kim Eastland

This entry in the New Rogues Gallery *is the first in a series of* GAMMA WORLD® *game articles by member and former Network Coordinator Kim Eastland. Kim has written several modules for the 3rd edition* GAMMA WORLD *game:* GW6 ALPHA FACTOR, GW8 GAMMA BASE, GW9 DELTA FRAGMENT, *and* GW10 EPILSON CYBORGS; *all based on his own long-running* GAMMA WORLD *campaign.*

Once upon a time, modules were always tested before they were published, but due to product size, public demand, and deadline pressures, playtesting is almost impossible anymore. One of the reasons I agreed to write the majority of the GAMMA WORLD® Third Revision module line was to have my own campaign in compact, finished form. I have run a GAMMA WORLD campaign on and off since the game's inception in 1976. Now, two years after its creation, Dollar (the GAMMA WORLD town found in *GW9 DELTA FRAGMENT*) thrives in my world and has its own set of protectors — an adventuring party simply called the Companions. The Companions live in the ruins of an old lighthouse complex on a small, uninhabited island in the river just southeast of Dollar. The name of the complex is Kir'notee (place of the Companions). The first two members of the Companions to be examined in the *New Rogues Gallery* are Boris and Cody, both played by Gene Elsner.

Boris

Male Mutated Bear

Rank: 14
Tech Level: III
Status: 10

PS: 17; *+2 CS with physical weapon*
DX: 13; *+1 CS with any weapon*
CN: 20; *-3 negative RS on poison and radiation damage*
MS: 14; *+1 CS when attacked mentally*
IN: 14; *+1 bonus on Artifact examination*
CH: 10

Age: 25
Height: 3 m
Weight: 620 kg
Hit Points: 256

Movement (in meters):

Land Speed: 30/42
Air Speed: —
Climb: 7.5
Jumping Down: 12
Running Leap: 5
Standing Leap: 5
Vaulting Leap: 5
Springing Up: 3

Weight Carried (in kilograms):

Unburdened: 0-33
Burdened: 34-50
Heavily Burdened: 51-67
Max. Wt. Lift: 68

Boris uses Tech Level I devices at −2 CS, and Tech Level II and IV devices at −1 CS.

Mutations: Anti-Life Leech (MS 13), Body Control — Force (MS 6), Body Change — Manipulative Paws (MS 10), Body Change — Fatty Layer* (MS 10), Skeletal Enhancement (MS 10), Body Change — Power Blast* (MS 10), Suggestion* (MS 10), Telekinesis (MS 11)

* New Mutation

Languages: Common, Hisser, Orlen

Loot: 601 gold pieces, 5,000 dahlers, 37 domars

Talents/Skills: Command (14), Exercise (14), Swimming (14), Ventriloquism (11), Weapons Master — Halberd (12)

Armor Class: Fiber Armor (Tech I), AC 5, 12 kg, absorbs first 25 points of damage per round; Force Field Belt (Tech IV), -1 RF, power H30hr, 5 kg.

Weapons: 2 claws (AR 15, D 5 +2, can be used with bite); Bite (AR 15, D 5 +2); Hug (AR 15, D 5 +2, must use both arms, cannot be used with claws, can be used with bite, victim must make CN check vs. Slam or be knocked out for d10 minutes); Halberd (AR 28, D 16 +4 (axe blade) or 5 +2 (pike head), length 5.5 m)

Other Items: Medi-kit, communicator, compass, 3 waterskins, sharpening stone, dog whistle, spare halberd, Verbot pass (see *GW8 GAMMA BASE*), Computer discs (See *GW8*), duralloy tube with map of the Flowerlands (see *GW6 ALPHA FACTOR*), notebook containing detailed background information on the Pit of Despair (see *GW8*), special clothing in the Arthurian style: extremely fine tunic, cape, and boots.

Background

Boris is a huge mutated bear with manipulative paws and bug eyes. He dresses like an Arthurian knight. He even has had his full plant fiber armor specially made to look like ancient plate armor. His bearing (no pun intended) is haughty and almost regal — he is every inch the proud and chivalrous warrior.

Boris has a strong sense of personal honor; he will never walk at the back of a party, or let an insult go unpunished. Although he is not stupid enough to charge into certain death, he often ignores danger in order to render aid to a creature in distress, gain greater glory (not to mention wealth, experience, and social status), or to defeat his mortal enemies, the Red Death. He does not drag unwilling allies into battle, but he always will try to convince his party to follow him into the fray. He is regarded by many, including himself, as the leader of the Companions. He is extremely well known and well liked in Dollar, as he has helped in its defense many times.

Cryptic Alliances, Organizational Connections, etc.: Boris is the leading field knight for the Knights of Avalon, a Cryptic Alliance based on the ancient teachings of King Arthur — the notion of Might for the Right forms the basis of their creed. The Dollar chapter is located west of Dollar in a small stronghold they have built on a hill. They operate openly and are considered the town's western defense against the Red Death raids that still occasionally plague the area.

History: Boris is from the area between the Flowerlands (*GW6 ALPHA FACTOR*) and the Frozen Lands (*GW10 EPSILON CYBORGS*). He has lived near Dollar since he was a teenager and is now half owner of the Broken Sword Pub in Dollar. He will work with almost any non-evil alliance to destroy evil beings, especially the Red Death and The Created.

Cody Matrix

Male Humanoid Cyborg

Rank: 14
Tech Level: III
Status: 2

PS: 16; *+2 CS with physical weapon*
DX: 10
CN: 16; *−2 negative RS on poison and radiation damage*
MS: 13; *+1 CS when attacked mentally*
IN: 14; *+1 bonus on Artifact examination*
CH: 11

Age: unknown
Height: 1.3 m
Weight: 100 kg
Hit Points: 150

Movement (in meters):

Land Speed: 0
Air Speed: 60
Climb: 0
Jumping Down: 0
Running Leap: 0
Standing Leap: 0
Vaulting Leap: 0
Springing Up: 0

Weight Carried (in kilograms):

Unburdened: 0-31
Burdened: 32-47
Heavily Burdened: 48-63
Max. Wt. Lift: 64

Cody uses Tech Level I devices at −2 CS, and Tech Level II and IV devices at −1 CS.
Mutations: Poison Generation (spit 12 m, progressive damage, use 1 per 2 turns) (MS 12), Genius — Military (MS 12), Molecular Rearrangement* (MS 9) Shorter (negated by cybernetic attachments)

* New Mutation

Cybernetic Attachments:

Atomic Cell Cody has an atomic cell as a backup power system. It is the size of a normal backpack (for his size), is AC 9 (-45), and has 150 structure points. The battery now has 500 years of power left in it.

Bionic Armor Cody is covered with plasteel bionic armor, except for his right arm and parts of his head. This gives him an AC of 8 (-40). His armor also has gray and green neutralizing pigments mixed in with it. The gray pigment negates corrosives of I20 or less, the green pigment neutralizes the effects of electricity.

Bionic Organs Cody has had many of his organs replaced with bionic variations. He no longer eats or drinks normal food, but must subsist on a synthetic diet, taken intravenously from a belt device. The device currently holds 10 days' worth of food. Cody has learned how to mix his own food, and can do so with equipment kept at the Companions headquarters. He also can make food with miscellaneous equipment that can be found in any Tech III town or base. (He also can use his Molecular Rearrangement mutation to create food.) He does not produce waste, as most creatures do, but produces small cubes that easily can be disposed of. He can hold his breath as if his CN were 20. He is immune to I20 gas or spores.

Broadcast Power Receiver Cody is equipped with broadcast power receivers. These receivers allow him to operate at full strength with no need to call on its stored reserves if operating within 300 kilometers of an operating main broadcast power station. Once he is outside of broadcast range he must rely on his atomic cell.

Code ID Recognition Since Cody now has robophrenia (believes he is a robot), he will respond to a Pure Strain Human wielding a Code V ID item.

Communicator Cody has a built-in communicator which is connected to his atomic cell. It can transmit and receive within a 50-kilometer range.

Expanded Memory Bank This tiny, but powerful, computer memory extension gives Cody memory equivalent to a small library. He can recognize and know how to use all common military gear and weapons, recognize usable weapon's parts, know the basic military tactics of the known races, and recognize past and present common military uniforms.

Grenade Launcher Cody has a small grenade launcher attached to his back. It has a range of 350 meters. Use his Experience Rank as the Attack Rank, plus any DX modifier he has. The launcher is small, and can hold only two grenades and their shells (Sonic Boomer or Popper grenades do not fit). Firing the launcher counts as a physical action, but Cody does not have to use his hands to do so. He may select which grenade he will fire.

Pods Cody is equipped with small, spherical, built-in, antigravity pods for locomotion. These pods allow him to ascend to 20 meters and fly at speeds of 60 meters. Each pod can sustain 100 points of damage before becoming inoperable. He can maintain this speed over any terrain, even underwater. Certain conditions, however, such as high winds, will affect his movement.

Sonic Emitters Cody is fitted with a small band of dishes around his trunk. These dishes emit high frequency sonics, allowing him a form of sonic attack with the following statistics: AR 10, D 5, Range 10 m, Rate of Fire 1/4 turns. Non-organic targets gain a -1 RF to damage.

Sealed Armor Cody's armor is sealed against water. Even his normal body parts, his right arm and head, are armored to seal against the environment. Once sealed in he has a one-hour oxygen supply (he is also equipped to be outfitted with a more extensive air filtration system). In this sealed state he can travel in a vacuum, underwater, in hostile environments (gas, spores, etc.). The only difficulty with this is that his sight is very limited because of the glassed-in sight ports. Immersion will not short him out.

Size Although Cody's organic body was very small, his cybernetic attachments have made him 1.3 meters tall.

Telescopic Sensors Cody can consciously switch his sight to telescopic. This allows him to see 5 times farther than human sight, but prevents him from focusing on anything closer than

100 meters. He must consciously switch back and forth between sight modes.

Tentacle/laser Cody's left arm is a two-meter-long, collapsible, metal tentacle. It has a fully manipulative metal claw which can act as a human hand. The tentacle is AC 10 (-50), can sustain 100 hit points, and has a **PS** of 16. If using the tentacle as a flail, Cody inflicts a base damage of 5. The tentacle also has a laser pistol built into it: AR 14, D 8, Range 35 m, Rate of Fire 1/turn. Fog or smoke halves the damage. If rolling a Spectrum result, damage is +1 RS. The laser uses its own H cell (10 shots/cell).

Tools Cody has an inner-body tool kit and can perform any necessary repairs on himself.

Languages: Common, Sarbis (see *GW8 GAMMA BASE*), Etar (see *GW10 EPSILON CYBORGS*)

Loot: 447 gold pieces, 3,000 dahlers, 200 domars

Talents/Skills: Cody has undergone a mindwipe that erased his talents, but he has learned several skills: Armorer (11), Weapon Maker (11), Blacksmith (11), Goldsmith (11), Mechanic (11), Mechanical Engineer (11), Electrician (11)

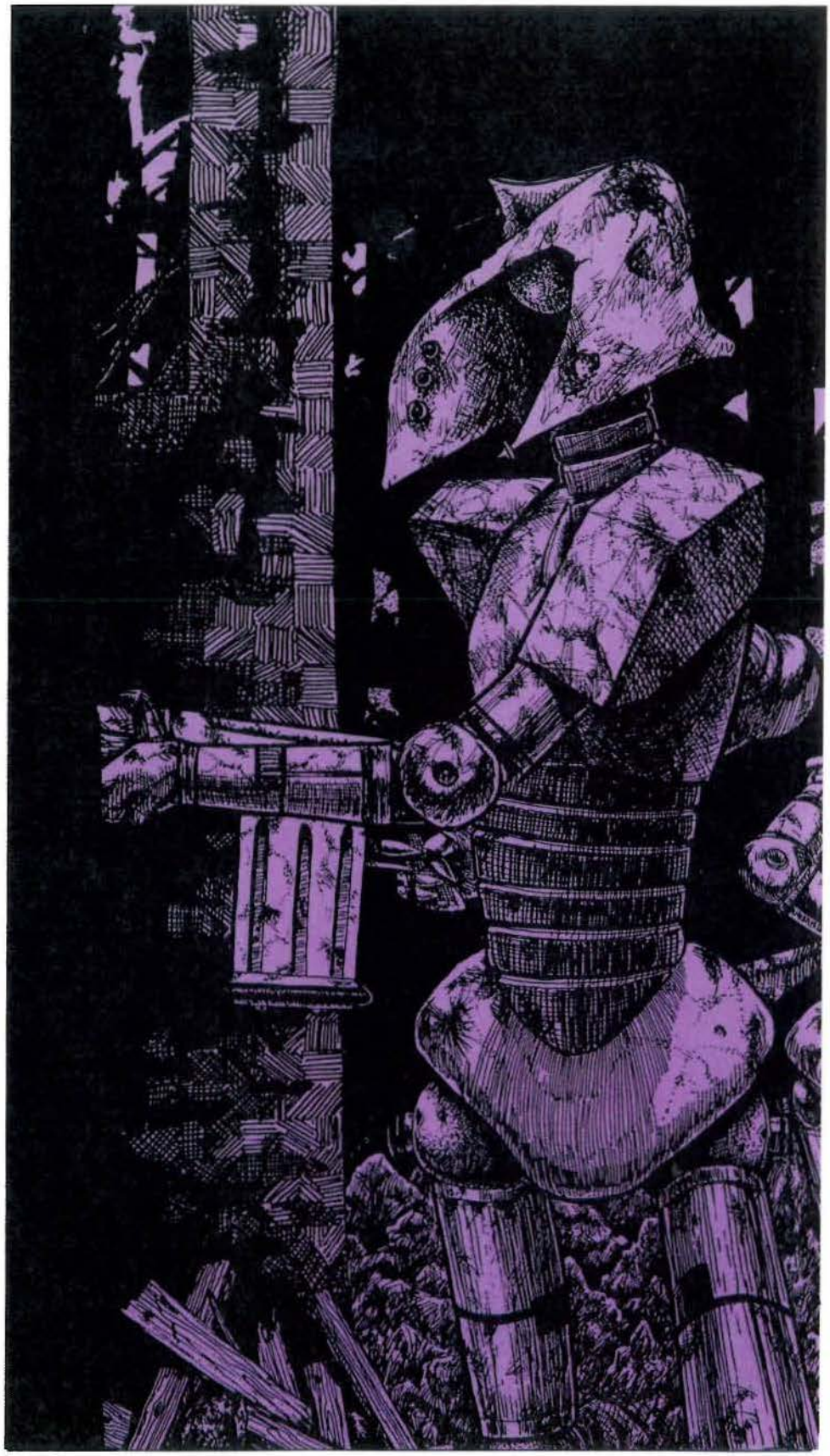
Armor Class: Bionic Plasteel (Tech IV), AC 8, absorbs first 40 points of damage per round

Weapons: Short Sword (AR X, D 6/12, has self-sharpening scabbard), Ancient Revolver (AR 14, D 7), Tentacle (AR 14, D 5+2), Built-in Laser (AR 14, D 8, +1 RF), Built-in Grenade Launcher (AR 14, D variable), Black Ray Pistol (AR A, D death, no save)

Other Items: Robotics kit (tools and supplies for robot alteration and repair, weight 10 kg), Verbot pass (see *GW8 GAMMA BASE*), 2 liters of metal cleaner, 1 liter of lubricating oil, 1 liter of metal polish, ½ liter of rust remover, 1 Accelera dose, 1 Cur-in dose, 2 micro missiles, Grenades: 1 energy, 1 frag, 1 foam.

Background

Cody is the enigmatic member of the group, probably because he is a cyborg. He was originally created as a robotic



Player Character using the robotic generation system in *GW10 EPSILON CYBORGS*. Very little is left of Cody's original, organic body. He has no memory of how he became a cyborg. Only parts of Cody's head, right shoulder, and right arm exist intact. Cody's natural body is much shorter than a human one, but extensive cybernetic attachments make him almost 130 cm tall.

Though he is known in Dollar, he is so shadowy and mysterious he remains apart from most of society. Unbeknownst to him he is also well known in the Frozen Lands. Cody is Boris' best friend, but in many respects he is Boris' opposite. He has no sense of personal honor or even personal worth — he thinks he is a robot, created to serve. Cody prefers the back of the party, where he will be left alone. He never does anything for the sake of goodness or personal glory; he dispassionately weighs the pluses and minuses of an action and acts when the pluses outweigh the minuses. However, he considers his party's survival a great plus, and never fails to support the Companions when they get into trouble, even when they go looking for it.

Cryptic Alliances, Organizational Connections, etc.: Cody belongs to the Blacksmith's Guild and the Temple of Flight in Dollar. He is a legal citizen of Dollar.

History: Unbeknownst to Cody, his real name is Codem Atrice. He is the last surviving member of the Royal family of what is now the Frozen Lands. Before Harlan Quade destroyed most of the populace (see *GW10 EPSILON CYBORGS*), the Atrice family ruled their green and pleasant land. When Quade's massacre began, his men abducted Codem for Quade's bionic experiments. However, Quade was unaware of Cody's true identity, and neither Quade nor Cody now know the truth. When and if Cody enters the Frozen Lands his memory will begin to return, and he will remember much of the layout of Quade's fortress (GM's discretion). Cody has a birthmark at the back of his neck which will identify him to the Etar and Maali populations of the Frozen Lands. Once Cody's true identity becomes known, they will rally to his side and obey his instructions for Quade's overthrow.

New Mutations

Body Change (S)

Range: Body
Duration: Constant
Number: Self
Modifier: None
Use: Constant
Effect: None
Description: For general details, see the GAMMA WORLD® rule book, page 40.

Power Blast — Once per hour, and when the mutant's eyes are open, he can attempt a power blast which produces defoliating sonics. To produce the blast, the mutant must make a successful mutation score roll. These sonics cannot hurt anything but botanical lifeforms. The mutant can target one large plant or an area equal to a 5-meter cube. The sonics' range in meters and base damage equals the mutation score (12 for Boris).

Fatty Layer — The mutant has a very thick layer of fat under his epidermis. The layer negates poison damage from natural poison attacks, such as claws, stings, fangs, etc. unless the attack result is Orange or better. (In that case the poison affects the mutant normally.) The layer also provides insulation vs. arctic cold (I12 cold or less). The mutant may go 10 days without food, but must have water. At the end of this time he must replenish his fat supply by eating triple his normal intake for two days.

Suggestion (C)

Range: MS
Duration: 4 + d6 turns
Number: One
Modifier: MS
Use: 1 per 2 hours
Effect: Hypnotic Suggestion
Description: The mutant can mentally suggest something to another character (not a creature) and have him agree with it. To do this, the mutant must make a Mutation Score Spectrum result, then make a reasonable suggestion (we are harmless, look the other way, etc.) to the target character. The suggestion must be brief and reasonable, not really altering the character's perception of a major reality. If the GM believes a suggestion is not reasonable, he should assign a Difficulty Factor to the roll. Blatantly unreasonable suggestions should not be allowed a roll, although the mutation is considered

used. Only one target character can be focused on in any one use of this mutation. Multiple suggestions can be made over the duration, but a roll must be made for every different suggestion made, and once a specific suggestion roll is failed it cannot be used again during the mutation's current use.

Molecular Rearrangement (C)

Range: Touch
Duration: Constant
Number: One
Modifier: MS
Use: 1 per 6 hours
Effect: Special

Description: The mutant can rearrange the molecules in an item by his mere touch. With a successful Mutation Score roll, the mutant can alter the size, shape, and physical structure of a material or an item. The being can change a piece of metal into a basic tool he is familiar with, a pile of vegetation into edible food, or a branch or piece of wood into a bow. Some restrictions do apply. The item or material created must be the same weight as the material or object the mutant began with. Materials cannot be changed into other materials, such as metal to wood. And any item created must be simple and something with which the character is familiar. If the GM wishes to allow more complicated or detailed tools and items to be created, he should assign a greater Difficulty Factor to the Mutation Score roll. The maximum amount of weight in kilograms that the mutant can change at any one time is equal to this Mutation Score. This mutation also allows the being to purify tainted food or water. ❑

Letters

(continued from page 5)

people who go to conventions in groups of four or more and all sign up to play the same round in the same event at the same time. These people, who can easily game at home together, go to conventions to game together. When these groups descend on a convention game there is invariably one or two spots open for an outsider. Once the game gets started, these poor souls either feel like outcasts or are completely ignored because their ideas, original, helpful, or full of insight, are considered dumb because they did not come from the group.

My reasons for going to conventions in a group are to save money, to have company on the trip to and from the convention, to expose other people to serious gaming, and to have somebody interesting to talk to before I finally fall asleep for the one or two hours a night that I'm not gaming.

When I go to a convention, I go for a learning experience. When I went to my first convention, Concave 1986, I was not an RPGA member, I was not sure what would happen, but I was sure I had fun times ahead of me. Shortly after that I became an RPGA Network member. I have attended several conventions since that first one, and I learned something from each one. It did not matter whether I was gaming against grand Masters in Masters rounds or beginning gamers in open or benefit events, there was still something new to learn from each and every gamer and game master I met.

It is my opinion that if you want nothing but points then go ahead and go for the copper; if you want to have fun gaming and enjoy the camaraderie and friendship of fellow gamers, then sit back, relax, and enjoy yourself when you go to the convention and the gold will be yours.

Dale Garrett
Paducah, KY

We've always wondered why some gamers endure the stress and expense of conventions only to game with people they see every week. Conventions, particularly monster conventions such as the GEN CON® Game Fair, are intended to be melting pots where gamers can meet other gamers.

Of course, there is nothing wrong with wanting to game with a few tried-and-true friends, but that is what local game clubs are for. Local groups might want to stay together some of the time, perhaps to compete in a team event, or just to make sure everybody knows where the registration desk is. Nevertheless, there are numerous advantages to cutting yourself loose, particularly if you're looking for new ideas. If four friends go their separate ways at a convention, they'll meet four times as many new people and be exposed to four times as many new ideas. The group can share what everyone has learned when they get back to the hotel room or on the trip home.

Perhaps the herd instinct comes from a touch of snobbishness. All gamers tend to develop a local style. They invent house rules, favorite uses for spells and magic items, and standard solutions for a wide variety of problems. This is all well and good, as long as one realizes that the local practice isn't always the best way of doing things.

Perhaps not all "groupies" are snobs; perhaps some gamers are just plain shy. There is no good reason to be a wallflower at a game convention. Gamers, on the whole, don't bite. In fact, most of us — especially the convention breed — are pretty darn friendly. So the next time you find yourself stuck between events at a game convention, strike up a conversation with the stranger sitting next to you; you'll have lots to talk about.

Well Done!

I want to take just a moment to thank the staff at the POLYHEDRON™ Newszine for the professional, quality job you all do in putting out a superior magazine! I put off joining the RPGA Network for many years, but in the three years since I have joined, I have found that the POLYHEDRON Newszine alone was well worth the price of my Network membership!

I am writing to you now to ask if you could please send me format guidelines nd directions for submitting modules for publication in the Newszine, as well as directions for submitting articles and "Rogues Gallery" characters. I have one finished two-round mini-tournament ready to go, as well as several good ideas for Ravens Bluff, the Living City.

I look forward to receiving the information I requested, and to contributing to the association through writing for the POLYHEDRON Newszine.

A. Boyce
Crystal, MN

General guidelines for submitting material to the Newszine were published in issue #34. We've been trying to find time produce a complete stylebook for the Newszine and style guidelines for our regular features, but we haven't found the time yet. For the time being, check recent installments of the Living City *and* New Rogues Gallery *for proper format. Please pay special attention to the kind of information we print — your submission should include all the information we normally include with each character (physical description, spell books, proficiencies, etc.). Businesses for the* Living City *should include a brief history of the establishment, complete information on the characters who run it, information on what the business sells, and a fully-keyed map of the place. For a copy of the guidelines that appeared in issue #34, please send a self addressed stamped envelope. Guidelines are also available for writing tournaments.* ❑

The Big Con

(continued from page 19)

Breaking and Entering

By midafternoon Sunday all the Network events were over and prizes had been awarded to every winner who had the sense to attend the awards ceremony. The file cabinets and supplies had been restacked, and were ready to be cocooned in clingy plastic once again. I took a furtive look around, said a few goodbyes, prepared to flee back to the relative normalcy of Lake Geneva. On the way out, however, I encountered a fellow convention staffer brandishing a wire coat hanger. He had locked his keys in his car — Friday morning. Moments later I found myself standing in a rooftop parking lot making like a 0-level thief. I discovered that one can break into a car with a coat hanger only after bending it into an amazing series of compound curves; constructing the tool is quite a trick when you've only got a pocket knife and your fingers for tools. I also discovered that maneuvering the gadget into position and actually putting it to use while under the influence of convention burnout puts a great strain on one's manual dexterity, patience, and luck.

Almost anything can happen at the GEN CON® Game Fair. ❑

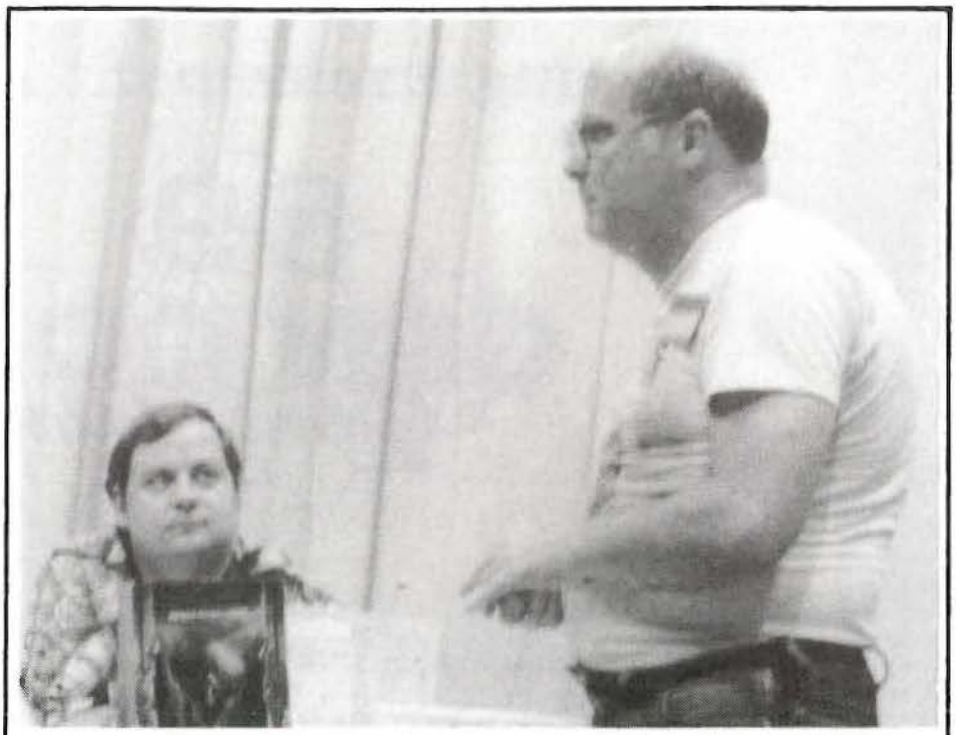
Notes from HQ

(continued from page 4)

Outer Space event, "Star Drek"; Michael Stern for West End Games' Star Wars Feature, "Mantive Moondance"; Philip Jones for Steve Jackson Games' GURPS Fantasy, "Myth Informed"; GDW for the MegaTraveller event, "Fuel Station Omega," and for the Traveller 2300 Feature, "Worm In The Big Apple"; and Karen Summerfeldt for Games Workshop's Warhammer event, "The Last Will and Testament of Vilhelm von Ork."

Whew! That was an awfully long list. I haven't decided yet if we want to try for another record next Game Fair. I think 30 to 35 tournaments seems like a pretty good goal to aim for.

However, none of the tournaments at this past Game Fair would have run so smoothly or would have been scored so quickly if it wasn't for the many dedicated and much appreciated Network members who turned out throughout the convention to help at HQ.



Veteran gamer Bob Etheridge DMs a session of the AD&D® game Masters, "Childsplay."

Thanks

Mike Selinker and John Cereso spent the convention in business suits and headphones, walking the floor of the Bruce Hall auditorium to marshal teams and judges. Mike's voice gave out about halfway through the convention, but a megaphone quickly appropriated by Harold Johnson improved the situation. Chris Schon, HQ's director of paperwork, likewise dressed in a business suit (the Network looked very impressive this year), and wore an invisible length of chain that somehow prevented him from wandering too far from the filing cabinets filled with tournaments, character sheets, prize certificates, and results. Fortunately, several other volunteers were able to get the chain to stretch a little farther on a few occasions so Chris could play in an event. Skip Williams served as the HQ director, assuming responsibility for almost everything, including worrying and wondering if everything was going to work all right, sweating that everything was going to get done on time (and also because HQ was without air conditioning for awhile), and smiling when everything really did work out. Rembert Parker and Greg Schwartz frequently immersed themselves in paperwork and whatever else had to be done at the moment. However, Rembert took a few hours away from Bruce Hall when he emceed the costume competition.

Because of all the help, tournaments were scored in a record amount of time. It was a wonderful feeling to see HQ crowded with members who quickly scored tournaments so advancements could be posted and the HQ staff could go to their hotel rooms a little earlier than in past years. The Network is very fortunate to have members who are willing to give up a little of their convention time to help out. Those who also helped include: Peter Hague, Cheryl McNally-Frech, George Gore, William Sherman, Bob Etheridge, Steve Glimpse, Dan Kramarsky, Robert Farnsworth, Jay Tummelson, Tom Prusa, Gary Haynes, Jeff Cisneros, Toni Cobb, and many others too numerous to mention — thank you all.

Thanks also go to members Gary M. Williams and Liz Williams, who stepped in at the last moment to take charge of the Game Fair Art Show, and to several members who came up to Lake Geneva more than a week before the convention to help: Chris Schon, Dan Kramarsky, John Vaccarro, and Gary Haynes.

The Network's success at this past Game Fair is largely attributed to the efforts of the volunteers.

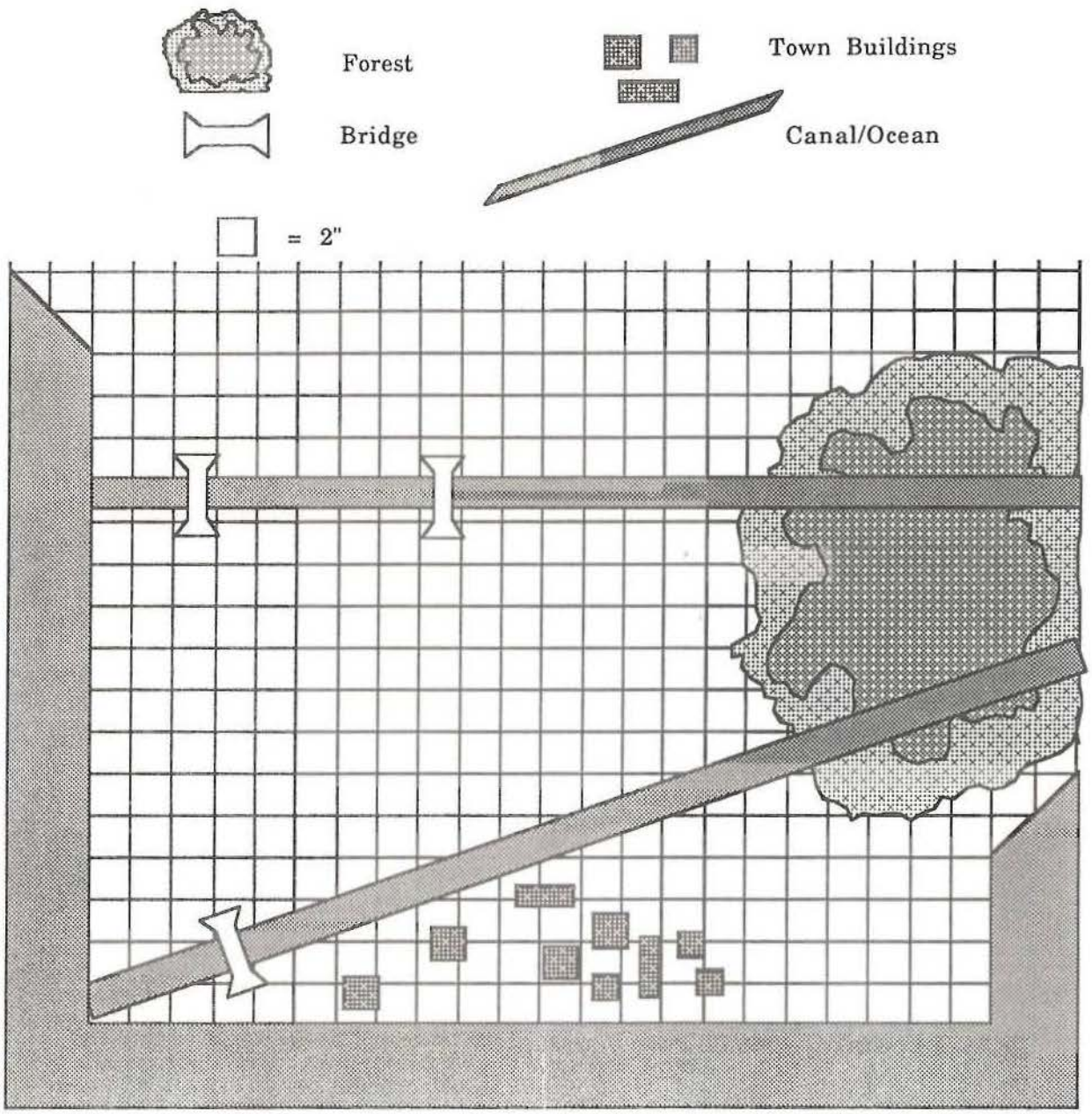
Boxes, Little Boxes

The RPGA Network has a new mailing address. It is PO Box 515, Lake Geneva, WI 53147. The Lake Geneva Post Office was recently expanded, and some time during the construction work our old PO Box 509 disappeared. The post office, it seems, wanted to renumber the boxes for convenience. It doesn't seem very convenient, but it is even less convenient to argue with the U.S. Government over a few numbers. So, address all future correspondence to our new PO Box.

Take Care,

Jean ❑

The Berenquay Salient



Army Roster Tables

Name	Type	Level	AC	HD/Fig	MV	AR	ML	DL	#Fig	Dmg
Medes' Units										
Vassals	Cav	F2	4	30	13	20	13	9	12	1-6x2+3-9
Renegades	Cav	CA4	3	40	12	18	12	1	1	1-6x2+3-9
Goblins	Cav	1-1	6	20	18	20	13	13	16	2-8+1-6
Podart's Troops										
Valley Crossbowmen	Inf	1	6	10	6	20	15	15	12	1-4
First Swordsmen	Inf	1	4	10	9	20	13	13	12	1-8
Second Swordsmen	Inf	1	4	10	9	20	13	13	12	1-8
Berenquay's Army										
Dock Guards	Inf	1	5	10	9	20	12	12	9	1-8
Longshoremen	Mob	1	10	10	12	20	12	12	15	1-6
Jolly Crew	Skir	2	7	20	12	20	10	10	5	1-6
Fifty Seamen	Skir	2	7	20	12	20	10	10	5	1-6
Men O' The Waves	Sir	2	7	20	12	20	10	10	5	1-6

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For complete pre-registration and exhibitor information on the 1988 GEN CON® Game Fair, drop us a line at GEN CON® Game Fair Headquarters, P.O. Box 756, Lake Geneva, WI 53147, or give us a call at (414) 248-3625.

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